THE **OFFICIAL** DREAMCAST MAGAZINE

Dreamcast

Dreamcast

ISSUE 02 DECEMBER 1999 £4.99 www.dreamcastmag.co.uk

EXCLUSIVE REVIEW
SOUL CALIBUR
NOTHING ELSE COMES CLOSE!

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PLUS: WORLDWIDE SOCCER 2000, RE-VOLT, FIGHTING FORCE 2, WORMS *AND MORE*

ON THIS MONTH'S CD →

SOUL CALIBUR

If our exclusive review hasn't got you drooling, have a butcher's at this action-packed movie. *Soul Calibur* has already been tagged as the 'ultimate fighting challenge', and features some of the most breathtaking graphics ever seen on a console. In the movie, characters from the game run through some of their moves. Impressed? Well, it won't be long now until it's out…

Movie file
See the review on page 66

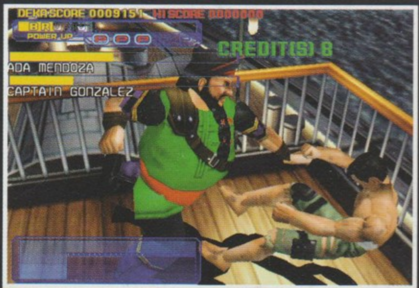
▽

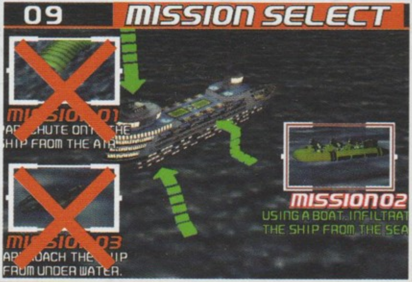
DYNAMITE COP

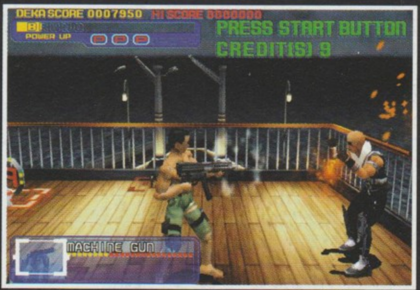
Gut-busting beat 'em up where you're a special forces agent who's been sent to rescue the president's daughter. Based on a cruise liner, this playable demo gives you a taste of the game's blend of fighting action. You get to play one level as any of the three characters: Bruno, Jean and Eddie. What's more, you can try out the fearsome survival mode, and even have a bash at an old-school bonus game.

Playable demo

▽


DEKA SCORE 0009151
HI SCORE 0000000
POWER UP
CREDIT(S) 8
ADA MENDOZA
CAPTAIN GONZALEZ


09
MISSION SELECT
MISSION 01
PARACHUTE ONTO THE SHIP FROM THE AIR
MISSION 02
USING A BOAT, INFILTRATE THE SHIP FROM THE SEA
MISSION 03
APPROACH THE SHIP FROM UNDER WATER.


DEKA SCORE 0007950
HI SCORE 0000000
POWER UP
PRESS START BUTTON
CREDIT(S) 9
MACHINE GUN

BUGGY HEAT

Your chance to test drive a couple of cars from this buggy-based racer. This playable demo has you slipping into the driving seat of the Tricky Diamond or Avalanche vehicles and roaring round one lap of the game's USA Track. There's no opposition, but you can check out a replay of your progress after the completion of the lap.

Playable demo
See the review on page 90

▽

TOTAL TIME
0'00"899
LAP TIME
1 0'00"899
GO!
RECORD
0'50"734
AT
9 MPh

TOTAL TIME
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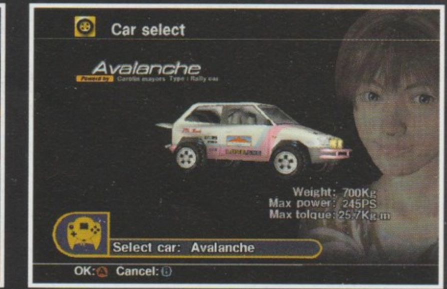
75 MPh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Avalanche
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Max tolque: 25.7Kg.m
Select car: Avalanche
OK: Cancel:

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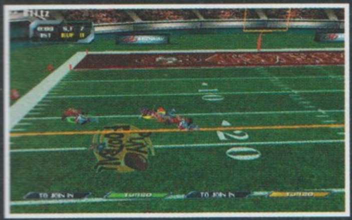
NESTLING ON THE COVER OF THIS COPY OF *OFFICIAL DREAMCAST MAGAZINE* IS THE LATEST INSTALMENT OF DREAM ON. WHAT DO YOU GET? READ ON…

NFL BLITZ 2000

Exaggerated cartoon violence aplenty, and that's the real-life sport! *Blitz* takes the best bits from American football, ditches the tedious parts and throws in extra violence. This game can also handle four players at once.

Movie

TOUCHDOWN!
1ST QUARTER 1:02
SAN FRANCISCO 6
TAMPA BAY 0

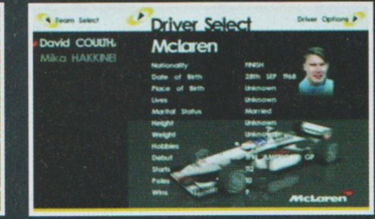


1 YARD RUN
3RD DOWN AND 25

F1 WORLD CHAMPIONSHIP

F1WC looks set to be an essential buy for fans of the sport. Its combination of speed and strategy gives you the chance to make like Michael Schumacher – without the gammy leg, of course – and take the F1 championship by storm.

Movie
See the review on page 82



£52,000,000

AND THE MAN FROM DEL MONTÉ HE SAY 'YEAH!'

FOR THE PAST few months I've been prattling on about Dreamcast to anyone who'll listen. Inevitably, their first question is always: "What's Dreamcast?" At which point I reply: "It'll be big soon – trust me". An explanation of what makes it better than PlayStation is usually demanded next. With Thursday 14 October out of the way though, those explanations are a thing of the past. At last, every man and his hedgehog knows everything there is to know about Dreamcast. I'm still getting plagued with questions about how it stacks up against PlayStation, but people are going to get over that PlayStation thing soon.

On Wednesday 13 October videogame retailers up and down this sceptred isle were staying open through the night so that many of you could hand over £200 in return for a spanking new Dreamcast. We know, because we attended openings from London to Glasgow. In that first weekend Sega sold 185,000 consoles across Europe worth £52m, with 63,000 of those sales being in the UK. In those first days alone, 350,000 games were sold, 90,000 extra controllers were snapped up and 145,000 VM units flew off the shelves. To put this into some kind of perspective, when Sony launched PlayStation they took nine days to sell nearly 20,000 machines. A few years later and Nintendo took eight days to sell nearly 30,000 consoles. These are impressive numbers, and Sega have a right to be pretty chuffed with how Dreamcast has taken off.

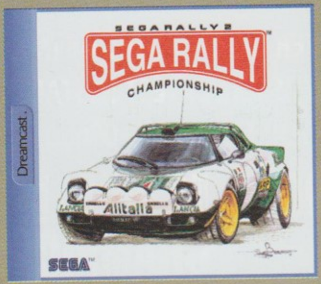
But this is more than just good news for Sega's bank manager. It's also very good news for all of us, too. On that first day of sale, *Sonic Adventure* outsold all the other games on any other format, putting it straight into the ChartTrack number one position. The videogames market has been going through a bit of a sorry patch lately. Sales of PlayStation games are ailing, and there's so much price-cutting going on that profit margins are being squeezed for everyone. Now along comes Dreamcast, sales take off, people start making money, and the inevitable result will be that more and more people start supporting the console. And as developers turn their full attention to Dreamcast, that means we'll get games which fully exploit things like the VM unit and the console's Internet capabilities.

The games we've seen so far are great, but they're only the start of what's to come. To give you some idea of the potential for Dreamcast, we've devoted this issue to looking at the future – not only for Dreamcast gaming (page 8), but also for gaming in general (page 56). And if you've got any doubt about the great things in store for you and your Dreamcast, simply take a trip over to page 64, where the future has already begun…

All the best,
Mark Higham, Editor-in-ChieF

SEGA
Dreamcast.
SONIC ADVENTURE

Sonic Adventure
From Sega


SEGA RALLY 2
SEGA RALLY
CHAMPIONSHIP
Dreamcast.
SEGA

Sega Rally 2
From Sega

MILLENNIUM SOLDIER
EXPENDABLE
Dreamcast.
Rage

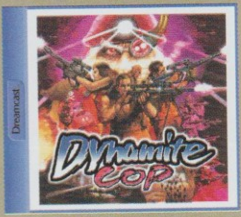
Millennium Soldier
From Infogrames

MONACO
GRAND PRIX
racing simulation 2
Dreamcast.
Ubi Soft

Monaco GP Racing
From Ubi Soft

TRICK STYLE
Dreamcast.
Acclaim

Trick Style
From Acclaim


Dreamcast.
Dynamite Cop

Dynamite Cop
From Sega

POWER STONE
Dreamcast.
CAPCOM
EIDOS

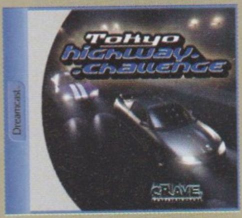
Powerstone
From Eidos

Dreamcast.
BLUE STINGER
ACTIVISION

Blue Stinger
From Activision

INCOMING
Dreamcast.
Rage

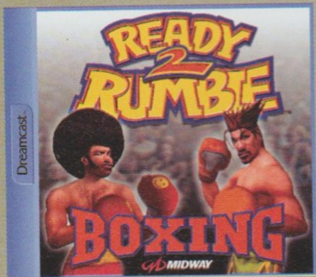
Incoming
From Rage


Tokyo highway challenge
Dreamcast.
CRAVE

Tokyo Highway
Challenge From Crave

Dreamcast.
Virtua Fighter 3tb

Virtua Fighter 3tb
From Sega


READY 2 RUMBLE
Dreamcast.
BOXING
MIDWAY

Ready 2 Rumble Boxing
From Midway

Dreamcast.

Up to 6 billion players

www.dreamcast-europe.com
Dreamarena

Get a Dreamcast. Get some games. Get a jar of coffee – large. Play the strongest games line-up ever seen for a console launch. Racing games, adventure, sports and shoot 'em ups. Expect an early night somewhere around 2010. And there's a new game every week up to Christmas. 'Tis the season of late nights.

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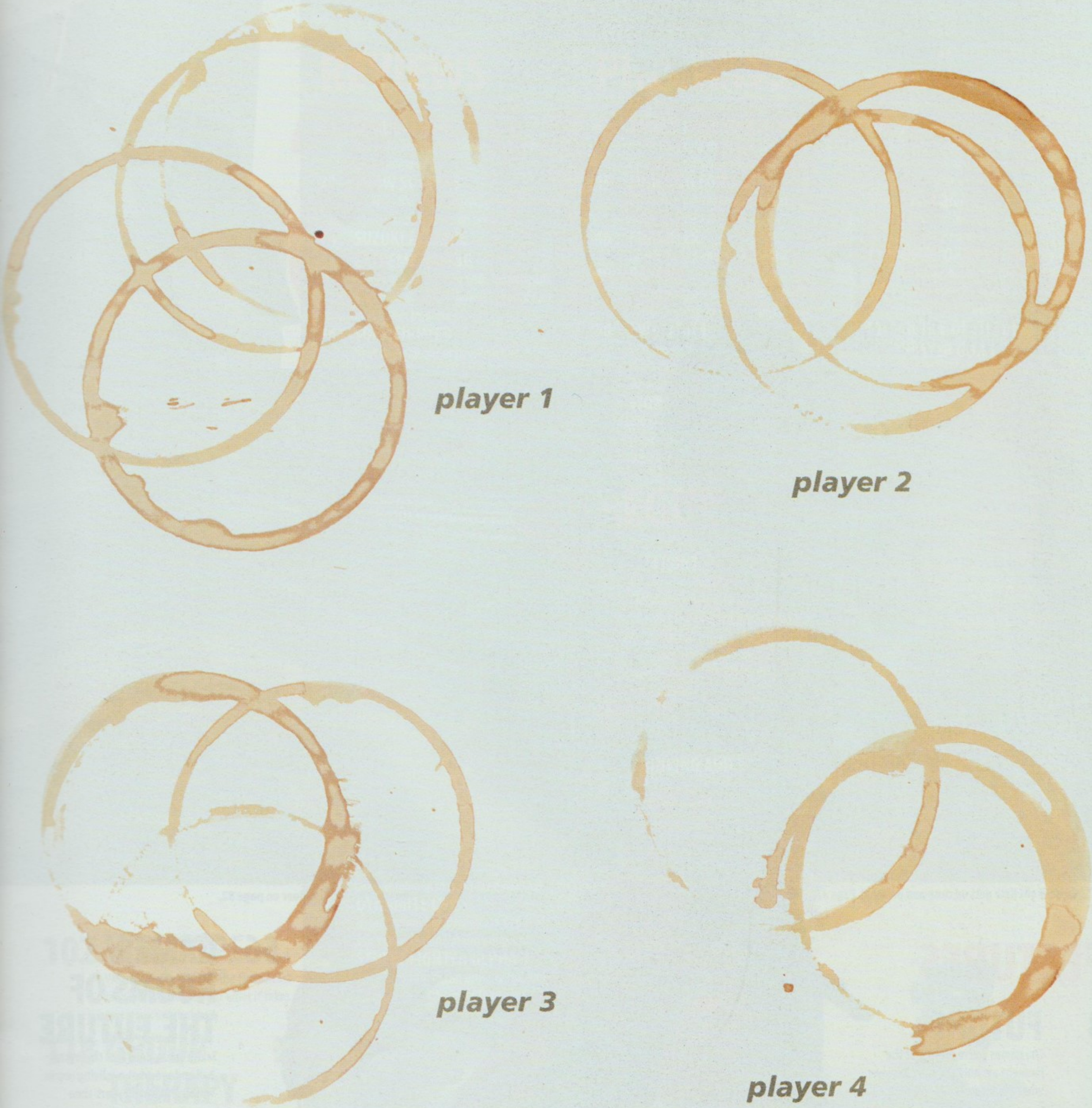
SEGA
player 1
player 2
player 3
player 4
It's going to be a long night.

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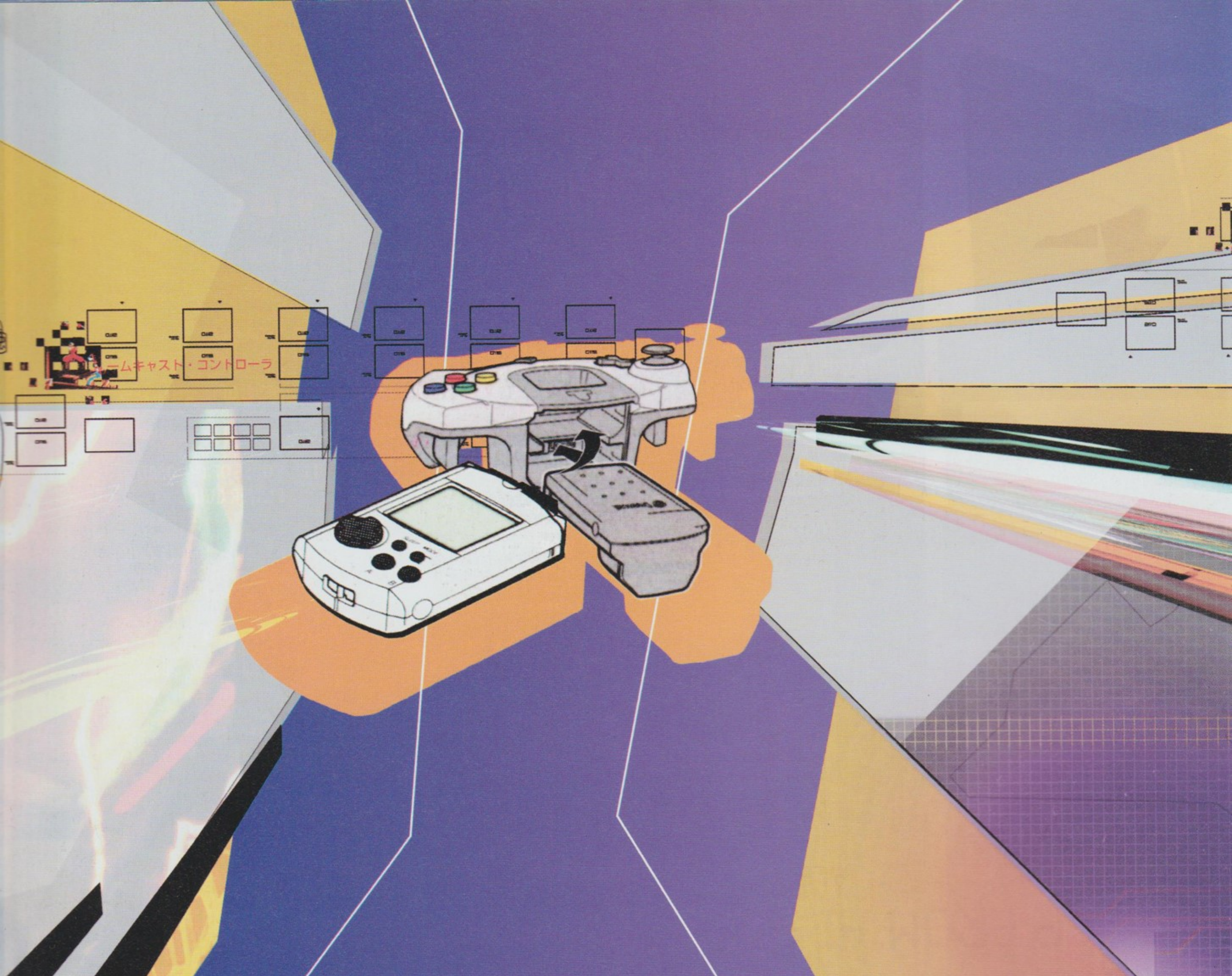
The views expressed in this publication are those of the authors and do not necessarily represent the views of the Sega group

▷ **It's radio-controlled and it's tuned in to page 48.**


ームキャスト・コントローラ

YOU AIN'T SEEN NOTHING YET

THE GAMES OF TODAY ARE JUST THE START.

IMAGINE TAKING A PART IN A
HUGE INVASION WHERE PLAYERS FROM ALL
OVER THE WORLD TAKE THE ROLES OF
COMMANDERS, SPIES AND INFANTRY MEN. IMAGINE
THAT GAME HAPPENING ONLINE IN AN ENVIRONMENT
WHERE EVERY CHARACTER YOU MEET IS PLAYED BY A REAL,
LIVING, BREATHING HUMAN BEING...

ILLUSTRATION: THE ATTIK

> "SOME OF THE MOST EXCITING IDEAS ARE ABOUT A CONTINUOUS GAME, A 'LIVING' WORLD - WHERE PEOPLE JOIN IN AND TAKE OVER FROM AI SEAMLESSLY!"
>
> ALEX FRY, LEAD PROGRAMMER, CRITERION STUDIOS

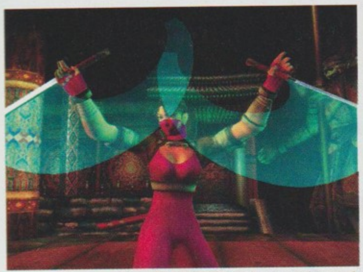
DREAMCAST

IMAGINE WHAT IT MUST BE LIKE working as a developer. You sit in the bath dreaming up ideas for the best game ever imagined. Then you take all those ideas and try to bring them to one of the many games machines on the market. Suddenly you find your great ideas compromised by the power of the system involved. Those enormous interactive environments have to be paired down, the realistic facial expressions are removed and your dreams of an immersive online environment go straight out the window. Now imagine being that same developer and being handed a machine which is so extraordinarily powerful that you don't have to abandon your great ideas. Instead, you can go further and dream up a whole wealth of new features which have never been tried before. You'd be biting off arms and legs to get to that console and demonstrate exactly why you think you're the best damned developer that ever breathed. Welcome to Dreamcast.

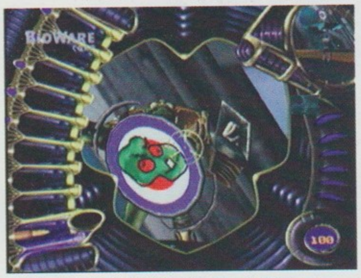
▶

ONES TO WATCH

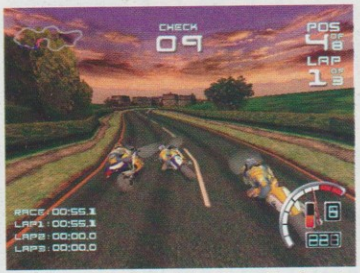
The games we're seeing at the moment, already take advantage of Dreamcast's extra power to take games into a new dimension. Here's a look at what some of the current crop are doing with all that Dreamcast muscle



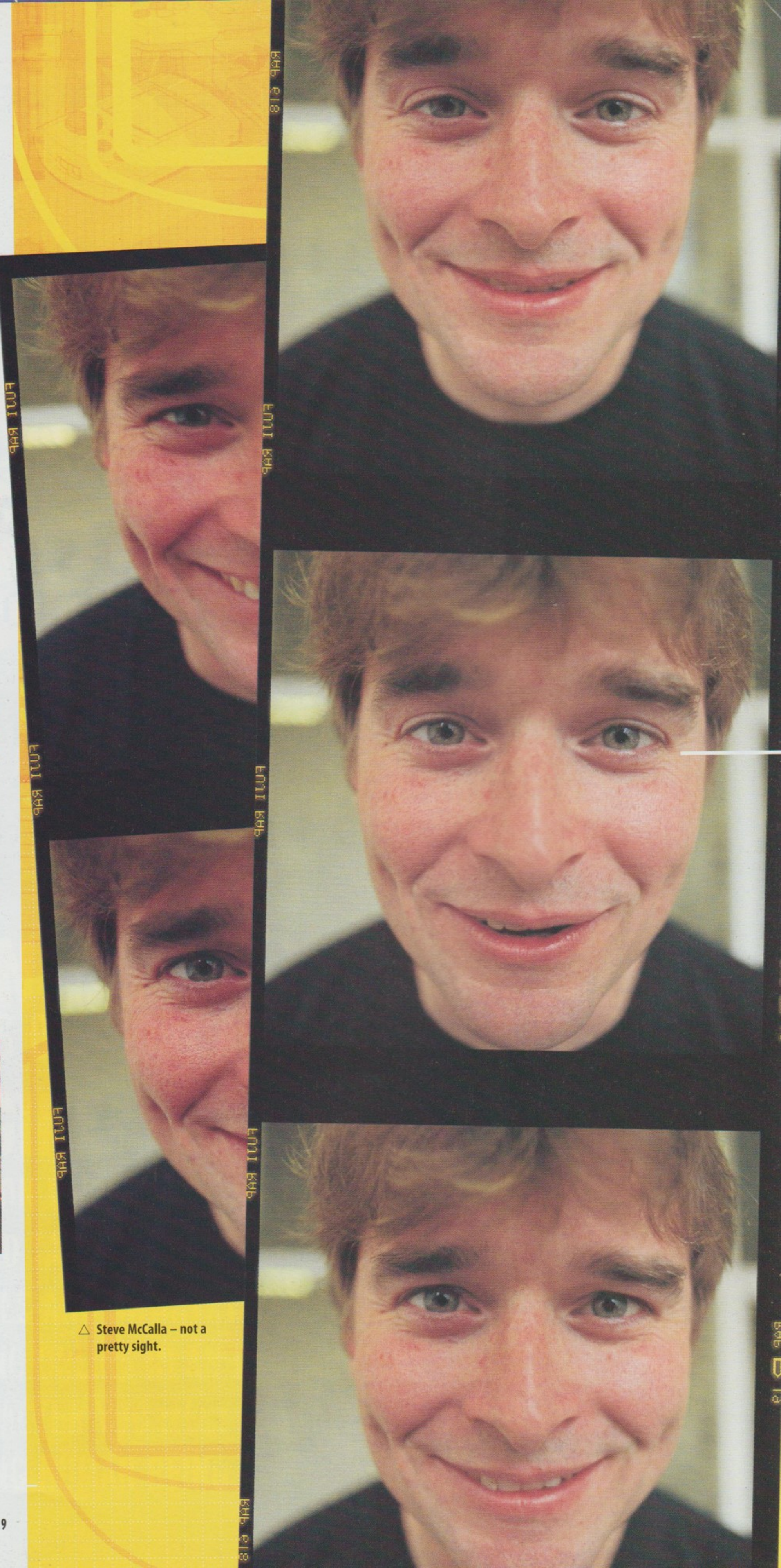
△ **The Dreamcast's ability to produce fast-moving and detailed backdrops means that you'll become more immersed in the game than you ever thought possible. As *Soul Calibur* proves, at last your living room really is as impressive as the arcades.**



△ **Thanks to the graphical prowess of Dreamcast, Bioware's *MDK 2* is able to feature a sniper rifle with a high-intensity zoom scope. Even if a creature is the other side of a large location you can zoom right in to shoot them between the eyes. See Fourplay on page 52 for more *MDK* mayhem.**



△ ***Suzuki Alstare Extreme Racing* is one of the fastest and smoothest racing games ever developed. Criterion's Alex Fry knows that even now Dreamcast maintains high frame rates, but the future is so rosy that tomorrow's games will look even better. Catch our review on page 74.**



△ **Steve McCalla – not a pretty sight.**

PHOTOGRAPHY: **LUMLEY** BACKGROUND ILLUSTRATION: **ADAM HAYES**

> "OUR DREAMS ARE ALWAYS BEYOND THE REACH OF REALITY, WE'VE ONLY JUST BEGUN TO SEE THE AMAZING CHANGE IN GAMES THAT THE NEW POWER WILL BRING."
>
> STEVE McCALLA,
> PROJECT MANAGER AT UBI SOFT

It's the extraordinary power of Dreamcast which enables developers to turn their wildest dreams into reality. Games like *Soul Calibur*, *Sonic Adventure* and *Ready 2 Rumble* are already three of the most stunning games you can hope to play at home, but they're not a patch on what comes next. If you compare the first PlayStation games of five years ago with what is being created now, you can see how much better games become as developers get the hang of the machine they are creating for. This is the way it's going with Dreamcast except that brand new features such as the VM unit and modem mean that developers have the scope to try things never done before on a home console.

This month we talk to some of Dreamcast's leading creative lights to give us a clue as to what to expect in 2000 and beyond.

HEY, GOOD LOOKING

Dreamcast is a 128-bit system. The first place you're going to notice this awesome degree of power is in the graphics. It's the graphics which have made all the launch games look so spectacular. It's the graphics which enable developers to deliver an immersive environment. And it's the graphics that are going to get faster and more involved as developers work out clever tricks to achieve new things. But TVs of the moment still can't display clearer or sharper images which begs the question, what are the developers going to do with all that power?

"We always need increasingly powerful graphics chips," says Mark Hartley, UK Marketing Manager at Sega Europe. "TV creates an illusion and it is the quality of that illusion that matters."

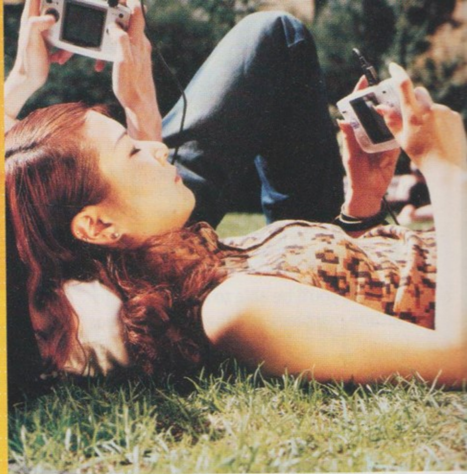
"Television usually looks better than graphics so we still have a considerable way to go," says Paul Whipp, Executive Producer at Virgin Interactive Entertainment.

"I am piss-tired of seeing empty rooms in games," complains Shiny's Dave Perry. "Just look at my desk, it's covered in all sorts of crap. When you blow up a room, there should be chairs, telephones, paper cups flying everywhere. It would take a supercomputer to handle all the junk on my desk, but a Dreamcast is a good start!"

As Marketing and Sales Director of PowerVR Technology at Imagination Technologies (the team behind Dreamcast's graphics chip), Trevor Wing has the enviable position of knowing exactly what's just around the corner.

"We've already heard from Dreamcast developers like Bioware about what they believe will be possible for the second generation of Dreamcast games [to see what Bioware is currently achieving, see the Reader Preview on *MDK2* on page 52]. It's safe to say that there's a lot more graphical 'wow' to be seen in the future. Bottom line, until we get to the dinosaur scene in *Jurassic Park* in real time at 60 frames a second, we need all the power we can get and then some!"

"We always need more power!" claims Steve McCalla, Project Manager at Ubi Soft France. "Our dreams are always beyond the reach of reality, and I hope that will always be the case. There's



△ That you can link your Dreamcast and Neo Geo is testament to the co-operation the games industry is experiencing at the moment.

DREAMCAST'S LITTLE BUDDY

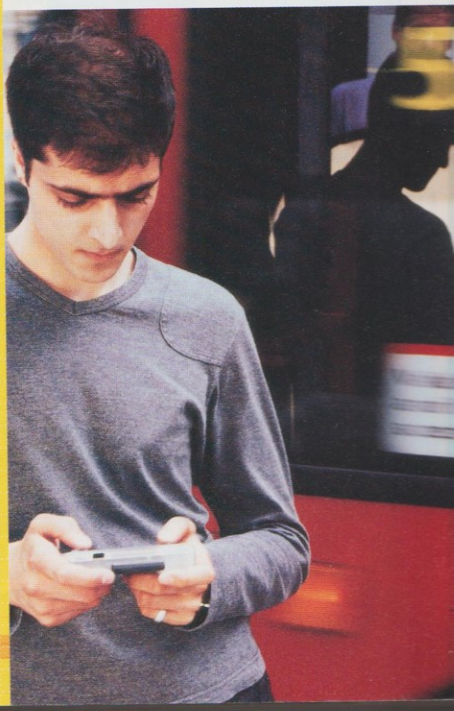
Handheld fun is waiting in the sidelines with the Neo Geo Pocket

While the VM unit has the honour of acting as memory unit and handheld toy, it looks like Dreamcast might also have another pocket pal before too long.

SNK's Neo Geo Pocket is being heavily touted as the Game Boy Colour alternative this Christmas. With a colour LCD screen and quality joystick it might just prove to be as popular as the 10 year old Nintendo machine.

For us Dreamcast owners though, this little toy could prove to be a useful complement to your console. We're expecting a link-up cable to be released before the end of the year to connect a Neo Geo Pocket to a Dreamcast. The idea is to release compatible versions of each game, so that you can, say, train fighters on one system and use them on the other.

SNK's first game to make use of the link is *King of Fighters R-2*, which will link up with *King of Fighters 1999* on Dreamcast early next year. SNK hopes to broaden this appeal to a number of titles next year.



THE FUTURE IS CONNECTIVITY

In time, you'll be able to link your DC to arcade machines and the new Neo Geo

△ Sega is promising that Dreamcast will link up to many other machines in order to broaden your gaming horizons.

1P
1900
59
TERRY
LEONA

△ We've already heard of Naomi arcade games which will accept data from your VM unit. But that's just the start…

SELECT PLAYERS...
8
STICK BREITLING
LINDA ROTTA

△ *King of Fighters* will be the very first game which can accept data from SNK's Neo Geo colour handheld console…

74
MAIL ORDER CORP.

△ You will be able to train a fighter on one system and then take him along and use him in a fight on the other system.

PHOTOGRAPHY: **LUMLEY** BACKGROUND ILLUSTRATION: **ADAM HAYES**

▷ Paul Whipp is keen to bring to Dreamcast the sort of online multiplayer action we've been used to on PC.

> "ACTION GAMES WILL TYPICALLY HAVE A MAXIMUM OF AROUND 32 PLAYERS FOR PRACTICALITY. ROLE PLAYING GAMES COULD LITERALLY SUPPORT MILLIONS OF SIMULTANEOUS PLAYERS."
>
> PAUL WHIPP, EXECUTIVE PRODUCER AT

HDTV with resolutions close to 1900x1200, so we have only just begun to see the amazing change in games that the new power will bring."

You've only got to look to the PC and arcades to see what Dreamcast will be able to do. With a graphics chip virtually identical to that found in many PCs and Sega's latest arcade machines, Dreamcast games are just going to get more and more beautiful.

"We can already see clear examples of DC games that really are 'arcade perfect' – *Power Stone* and *House of the Dead 2* are great examples," claims Trevor Wing. "I'm sorry to say this to you, but for the first time in gaming history the best place to preview the future of a console isn't in a magazine, it's in the arcade."

△ *Samba de Amigo*, **Sega's latest musical arcade game, is expected to make it to Dreamcast. Developed by the Sonic Team, it will even come with a maraca controller.**

MAJOR HORSEPOWER

Key to Dreamcast's abilities is the supremely fast SH4 processor, pure computing horsepower that can crunch numbers like no console that's gone before. "In the past, developers have always been faced with the painful task of simplifying their game concepts so as to cram them onto the target platform," suggests Sega's Mark Hartley. "In racing games for example, this meant finding ways to hide the horizon, putting big cliffs on one side of the landscape so as to obscure views, and making sure you never had too many cars on screen at any one time."

Alex Fry, Lead Programmer on *Suzuki Alstare Extreme Racing* [see page 74] for Criterion Studios agrees. "Games no longer have to sacrifice detail for speed. *Suzuki* maintains a rock solid high frame rate – there is no slowdown at all, not even in the two player mode." The greatest use of this raw power appears to be improving artificial intelligence, which traditionally saps a fair whack of the processor.

"You're going to see games that seamlessly mix humans and AI, and you won't know which is which!" enthuses Fry.

"Artificial Intelligence is a somewhat neglected area of development because until now there hasn't been enough horsepower to do it right," insists Greg Zeschuk of Bioware.

"There is a trend towards expressing emotion, as seen in *Shenmue* [we covered this ground-breaking game in depth in last month's cover feature]," says Claude Farge, another Project Manager at Ubi Soft. "The power of the processor will make it possible to animate the faces of the characters in the game in a realistic way. The player will have a close relationship with his counterpart on the screen. I dream that a game will make you feel sad one day. I want to see someone crying in front of his console."

THANKS FOR THE MEMORY

Dreamcast's Visual Memory unit is another element of the package that is yet to be fully exploited. More than just a memory card, the VM unit opens up a number of exciting possibilities.

"Initially we weren't planning on doing too much with the VM unit for *MDK2*," says Bioware's Greg Zeschuk. "But we've become a lot more interested in playing with it. We're probably going to use it as an additional screen to give the player information we wouldn't otherwise be able to display. For example, we'll give item descriptions for all of Dr Hawkins' items on the VM unit."

"For tactics and customised controls it is great," insists Virgin's Paul Whipp. "I really like the idea of exchanging scores too. In a racing game I can have my friend's best 'ghost' lap to race against."

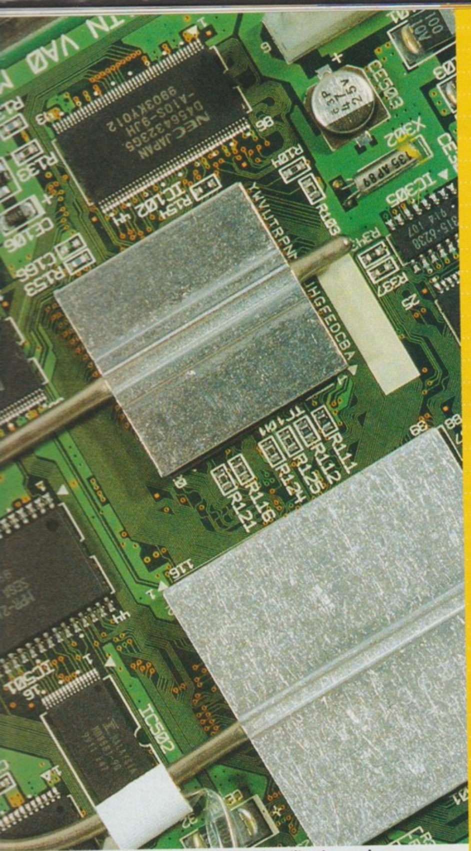
"New initiatives with the VM unit will be discovered throughout Dreamcast's life," reckons Capcom's Tony Byus. "I am particularly looking forward to games that exploit the unit's multi-player potential. Players will be able to keep their data secret from their opponents instead of having it plastered over the screen."

"The potential for this unit is as far reaching as imagination itself," enthuses Trevor Wing.

With Dreamcast's Internet link-up, it's possible to download mini games to the Visual Memory unit. Sega have already released a (rather poor) American Football game, but the Sonic Team is currently working on a soccer game. Mini games are also increasingly being added as full game bonuses. The forthcoming *Zombie Revenge*, for instance, includes *Zombie Fishing* – a cut-down version of *Sega Bass Fishing* – and *Zombie Doubt*, a matching game.

PLAYING AGAINST THE WORLD

No other console has ever had a modem, but Dreamcast comes with one built-in. While it merely gives you a connection to the Internet at the moment (which isn't a bad start!), the coming months will introduce multi-player gaming so that you can race or shoot gamers from all over the world.



△ That's a PowerVR chip, just like the one in many top-of-the-range PCs.

EASY PC

The PC got multi-player gaming started but Dreamcast is going to take it to new realms

It's easy to dismiss Dreamcast's close relationship with the PC, or decry a link to something so beige and seemingly 'square', but the truth is that the PC has probably got some of the finest games ever made, and they're exclusively available for the overpriced box of tricks.

Sega's deliberate association with the PC could be its trump card in the coming months. The collaboration began when Sega searched for a designer for Dreamcast's graphics chip, the contract for which was fought over by 3dfx and NEC, both of which produced 3D graphics chips for the PC. When Microsoft was brought on board to provide Windows CE, a cut-down version of desktop Windows, to run some games the relationship was cemented.

The key to a PC graphics chip and Windows CE is that, theoretically, it's simple to convert existing PC games to Dreamcast, or in the long term to develop games for both platforms at once. NEC's PowerVR chip is also used to run Sega's Naomi arcade board, making arcade conversions easier than they've ever been before.

This is all lovely for bolstering Dreamcast's software selection, but a hugely important aspect of multi-player gaming is still the modem. Multi-player gaming has been touted on the PC for over five years, since id Software's *Doom* included a network and modem option. But even five years later developers are struggling with decent multi-player support.

Sega's relationship with Microsoft and PC developers means many of the lessons that have been learnt on the PC can be used to accelerate development of multi-player Dreamcast games.

PHOTOGRAPHY: **LUMLEY** BACKGROUND ILLUSTRATION: **ADAM HAYES**

"I DREAM THAT A GAME WILL MAKE YOU FEEL SAD ONE DAY. I WANT TO SEE SOMEONE CRYING IN FRONT OF HIS CONSOLE."

CLAUDE FARGE, PROJECT MANAGER AT UBI SOFT

▷ This man looks forward to the day he can get a sword controller. Make sure you steer well clear of him when that day arrives.

▶ "None of the best Japanese developers have made PC games," admits Tony Byus, "so we haven't yet seen online games from Capcom, Konami or Sega. Now they are developing for Dreamcast all that will change and I'm sure we'll see online games that PC owners are envious of."

The official word from Sega is that Dreamcast will have around 12 online games by the end of Summer 2000, one of which may be *Half-Life*, arguably the greatest PC game ever made.

"Our current plans are to support multi-player gaming in much the same way as it is supported for PC players on the Internet at present," says Virgin's Paul Whipp. "Action games will typically have a maximum of around 32 players for practicality. Role playing games could literally support millions of simultaneous players."

Alex Fry is equally enthusiastic: "Some of the most exciting ideas are about a continuous game, a 'living' world – where people join in and take over from AI seamlessly! Imagine playing a part in a huge invasion, either as a group leader, or maybe as a spy who decides to infiltrate early and provide the other players with secret information!"

The forthcoming *Golf Yarouze* will use Dreamcast's Internet capabilities to run online competitions with real prizes. Unfortunately there's no official word as to whether this title will make it to Europe, but it shows that multi-player and online facilities are being taken seriously. Japanese investment firm Nomura Bond is even releasing software to enable you to make online investments using your Dreamcast.

TAKE CONTROL

With the keyboard, light gun and fishing controller already available, it seems likely that there will be a number of other alternative controllers for specific games on the horizon.

When quizzed about what he would like to handle, Claude Farge became surprisingly animated. "What I'm waiting for is a sword controller where your swiping actions are directly translated into the game. I remember a game called *Barbarian* where you could cut the head off your opponent. Just imagine what it could be like with a sword controller!" Thanks to Sega's fishing rod controller, there's no need to imagine, as you'll see on page 64.

△ *Metropolis Street Racer*: Bizarre Creations' upcoming Dreamcast driving game promises the most realistic car models and gameplay physics ever seen. We'll be bringing you a world exclusive report on the game, and its development, in the next issue of *Official Dreamcast Magazine* (on sale Thursday 9 December).

"Konami should bring their *Dance Dance Revolution* to DC complete with the dance mat from the arcades," suggests Tony Byus. "Also, I'd like to see a miniature motion-censored table tennis bat so you could play tennis and table tennis games like never before. The net could be at the bottom of the screen with your opponent behind it. Imagine sitting at your desk with a little bat whacking an imaginary ball back and forth!"

The rumour mill is already suggesting that Sega's Sonic Team is bringing musical arcade game *Samba de Amigo* to Dreamcast, complete with maraca controller. In the meantime, Sega will release *Virtual On Oratorio Tangram*, a fighting game. It's reported that the CD will come with a cable to link two Dreamcast's together for local battles.

It's still early days for Dreamcast, a console that is already blowing people away and will continue to do so for years to come. With a year's head start on the PlayStation 2, you can expect Dreamcast to hold its head high, in the same way as the original PlayStation has always kept pace with the more powerful N64.

The new millennium is going to bring in some of the finest new games, and here at *ODM* we can't wait to get our hands on them. For the official view and all the inside gossip, you know where to go.

• Discover how we'll be playing games in the future – see our predictions on page 56. For a look at where the future is going, check out our review of Soul Calibur *on page 64.*

RAP 8
FUJI RAP
RAP 13
FUJI RAP
RAP 9
RAP 14
FUJI RAP
RAP 10
RAP 15
FUJI RAP
RAP 11
RAP 16
RAP 618

POWER STONE™

Dreamcast.
POWER STONE
CAPCOM
EIDOS

An all-out action game where anything goes. Power up for the first true 3D-action fun!

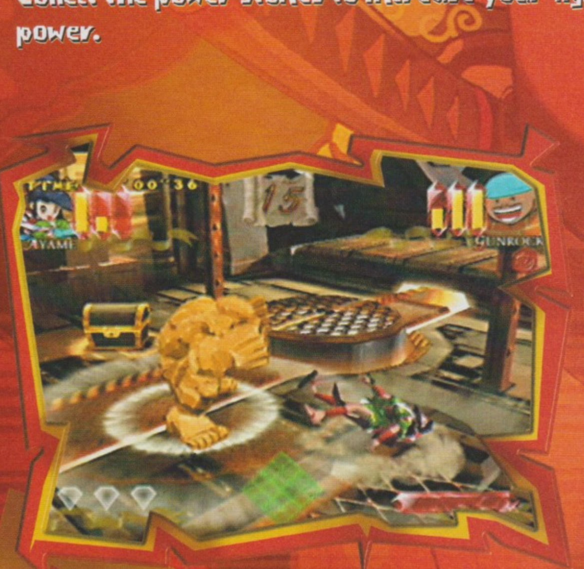
"Massively addictive, cleverly realised and simply beautiful to look at, Capcom's Power Stone i truly a jewel in the Dreamcast's crown" Edge 9/10*

"Power Stone is probably the closest any game on a home system has come to the coin-op quality that video games has always strived for" Arcade 6/6*

FALCON
RYOMA

- Jaw-dropping graphics with fast-paced gameplay!
- Loads of special interactive moves - climb a pillar, lift a chair or even run up a wall.
- Find the fantastic weapon power-ups...a bazooka, a Molotov cocktail, a flamethrower plus more!
- Collect the power stones to increase your fighting power.

THE ROYAL
86
FALCON
GUNROCK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AYAME
GUNROCK

* Import/NTSC version reviewed

LOOKING FOR THE BEST 3D ACTION GAME ON DREAMCAST?
Dreamcast
CAPCOM
EIDOS INTERACTIVE
www.eidos.com

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DREAMCAST TAKES UK BY STORM

Since its UK launch, Dreamcast has been smashing all previous console sales records

MEGASTORE
THE SEGA ST
Dreamcast
IKO

DREAMCAST'S LAUNCH IN THE UK has been an overwhelming success, with sales so far 'beating all expectations', according to Sega. More than 63,000 consoles were sold in the opening weekend, and *Sonic Adventure* stormed to the top of the All Format games chart, with several other Dreamcast titles following it into the top ten. Stores all over the UK opened at midnight on October 14 as gamers queued to be among the first in the UK to get their hands on the console. As promised, Chris Eubank and Nigel Benn were on hand for Sega's midnight launch events in central London.

At Virgin's specially renamed 'Sega Store' on Oxford Street, a *Ready 2 Rumble* competition offered punters the chance to win a customised Dreamcast scooter. Eubank caused a stir by turning up in a huge truck emblazoned with Dreamcast logos, which he parked outside the store.

Meanwhile, Piccadilly Circus filled up with queuing gamers, curious tourists and ravers as Sega put on a spectacular show featuring tribal drummers, stilt-walkers and enormous projections of Sonic the Hedgehog on the front of Tower Records, which also opened at midnight to sell Dreamcast.

"We've got 400 consoles, and it looks like they're all going to go tonight," said a harassed-looking Justin Ellery, manager of the store. "It's one of the biggest events we've ever hosted – it's been absolutely mad!"

The first post- Dreamcast launch ChartTrack All Format games chart, saw four games break into the top ten. *Sonic Adventure* snagged the top spot, and was joined in the top 10 by *Ready 2 Rumble Boxing*, *Sega Rally 2* and *Power Stone*.

With more than 40,000 pre-sales, Dreamcast trashed the previous record set by PlayStation. At the Tower Records launch event, we managed to drag Sega Europe's Jean-Francois Cecillon away from the Britney Spears singles for long enough to get his reaction to the news.

"It's fantastic. The reaction of consumers here in the UK has been tremendous," he said. "We think we are going to beat every record so far established by our competitors. However, this is just the first battle. There's a long war ahead."

Elsewhere in Europe it was a similar story. In the first week of sales, Sega shifted something in the region of 185,000 consoles and 350,000 games, with Sonic Adventure the most popular game throughout the continent.

However, the high demand for consoles caused problems with Dreamcast's Internet access during the first week, with many users unable to log-on and register their details online.

"In effect, we're a victim of our own success," said a Sega spokesman. "We had 50,000 Dreamcast units all trying to register at the same time, but we didn't have 50,000 phone lines." Shortly after launch, Sega installed extra lines and the online service is now up and running without problems.

DESPERATE MEASURES

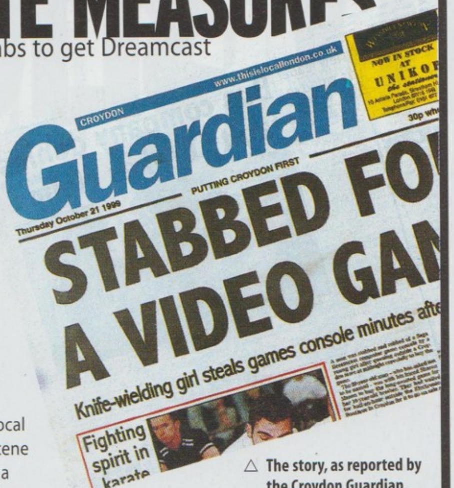
Knife-wielding maniac stabs to get Dreamcast

THE MIDNIGHT LAUNCH wasn't a good experience for everyone. One man queued up outside the Croydon branch of Electronics Boutique to buy the console, only to have it stolen minutes later by a knife-wielding assailant.

In the course of the attack, the unnamed man was repeatedly stabbed, and spent the next day in hospital, although his injuries were not life-threatening. The robber was described as a 16-year-old girl.

The man's companion told their local paper that the robbery was "like a scene out of Psycho", and went on to paint a terrifying picture of the scene. "She just pulled out this eleven-inch knife and started screaming at us to give her the Dreamcast."

The man apparently managed to pin the girl to the ground, but she got away by stabbing him in the upper chest and leg. Police have described the attack as 'frightening', and are looking for the girl and her male companion.



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Guardian

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Thursday October 21 1999

PUTTING CROYDON FIRST

STABBED FO

A VIDEO GAM

Knife-wielding girl steals games console minutes afte

Fighting spirit in karate

△ **The story, as reported by the Croydon Guardian.**

◁ **Nigel Benn keeps an eye on a 'bit-too-friendly' Chris Eubank. They later went on to knock lumps out of each other.**

BOXING CLEVER

Old Pros' punch-up at Dreamcast launch

ON LAUNCH NIGHT, READY 2 RUMBLE was the game that everyone was talking about, not least because of the competition to win a scooter. Eight gamers were selected from the crowd to battle each other on *Rumble*, *Virtua Fighter 3tb* and *Sega Rally 2*, the winner getting to box Eubank – virtually, of course – and the prize being a slinky Dreamcast scooter.

Once the qualifying rounds were out of the way, Eubank made a typically flamboyant entrance, but was given a good whupping by 17-year-old Tom Arnold, who'd skived off his boxing training to join the event.

Next up was a bout between Eubank and Nigel Benn, which proved to be every bit as bruising as their infamous real-life bouts. After some mind games during character selection – both fighters eventually chose Butcher Brown – the fight got under way.

It was a vicious bout, and both men hit the deck twice. But in a shock development, and just as Benn looked set to win the contest, Eubank sent him tumbling with a brutal uppercut, and won the match.

As midnight approached, Eubank climbed into his 'big rig' truck and headed off towards Piccadilly Circus, causing traffic chaos along the way. Both boxers hung around to sign the first batch of consoles, before Benn headed back to Virgin for a DJ session.

VOXPOPS

LAUNCH NIGHT IN LONDON

COLIN GARDNER

BUYING A CONSOLE?
I've already placed my deposit. There's some really great games.
WHICH ONES?
Power Stone was the game that got me.
ANYTHING ELSE?
Ready 2 Rumble looks like it's a top game. It'll be great for virtually beating up my brother...

SOPHIA HAGBERG

WHY ARE YOU HERE?
I've been to a gig down the road. I saw Dreamcast advertised in the shop today, so thought I'd pop in.
WHAT DO YOU THINK?
It looks good. I'd think my boyfriend will definitely get one.
SEEN ANY GOOD GAMES?
I like that racing one, *Sega Rally 2*.

JONAS LINDE

WHY ARE YOU HERE?
I'm a big fan of video games, so I wanted to check Dreamcast out.
ARE YOU GONNA BUY ONE?
I can't afford it right now. Have you got any work so I can save up for one?
WHAT GAME D'YOU LIKE?
I really like the boxing one, *Ready 2 Rumble*.

PAUL APPLEGATE

WHAT ARE YOU DOING?
I'm refereeing the match, of course!
EH?
It's been a good game so far, could go to penalties...
PARDON ME?
I sent that David Beckham off the other day. His wife gave me Hell afterwards..
ER, RIGHT. CHEERS.

EMMA ELWOOD

WHAT ARE YOU DOING?
I work for Tower Records, so I'm here to help things run smoothly – I hope!
HOW'S IT GOING?
It's been absolutely crazy. We weren't sure how many people would come, but there's hundreds.
ALMOST TIME TO GO?
No way! We're here until 2am in the morning!

JOHN & CAROLINE

IS THAT FOR BOTH OF YOU?
J: No, definitely just for me.
C: I might have the odd go.
WHAT GAMES DID YOU GET?
J: *Ready 2 Rumble*. I wanted to get *House of the Dead 2*, but it's not out yet.
WAS IT AN IMPULSE BUY?
C: Definitely! He's already got two consoles at home, so I don't know why he's buying another.

FOR REACTION TO THE LAUNCH IN SCOTLAND, TURN TO PAGE 102.

HEAR THIS!
TOP CHOONS

BT
MOVEMENT IN STILL LIFE
PIONEER

Brian Transeau serves up another helping of classy trance, this time with a very large dash of breakbeat mayhem. With help from the likes of Sasha, Hybrid, Tsunami One, Paul Van Dyk and DJ Rap, you'd expect it to be good, and it is. Pity the album's mixed though. Some previously available tracks (including the excellent Hip Hop Phenomenon and Godspeed) have been shortened by as much as five minutes. Make it a double next time, eh Brian? WC

VARIOUS
THE ANNUAL: MILLENNIUM EDITION
MINISTRY OF SOUND

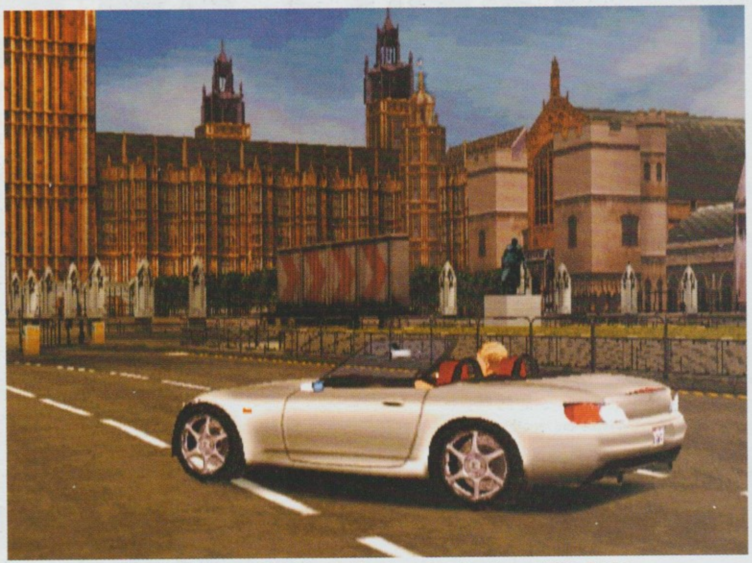
A palatable two-disc 1999 mix-up from the MoS and not, as the title kinda suggests, a collection of the best dance choons from the last thousand years (pity, cos King Henry VIII's drum & bass remixes are said to be *wikkid*). Short on surprises but big on hits, all the year's house and euro-trance anthems are here from System F, Phats & Small, the Chems, Basement Jaxx, ATB and the rest. Judge Jules and Tall Paul are on mix duty and provide the laughs by way of self-indulgent sleeve notes. WC

MADDKATT COURTSHIP
I KNOW ELECTRIKBOY
FFRR

A full debut for the artist formerly known as Felix Da Housecat, who is heavily influenced by 80s disco and The Artist Formerly Known As Prince, but still manages to sound fresh and different. Recent laid-back house single My Life Muzik is representative of the quality if not the overall, hard-to-categorise style, with many of the other tracks likely to test your bass bins somewhat harder. It's a better, more accessible album than Prince has produced for years. WC

CITY SLICKER

No, it's not a picture postcard from the nation's capital. It's an in-game screenshot from *Metropolis*



△ Take the next right, third left, second right then right again and you'll get to our offices. Maybe.

BIZARRE CREATIONS have released stunning new screenshots of their upcoming driving simulation *Metropolis Street Racer*, currently in development at its Liverpool-based studios.

The hotly-tipped game, tentatively scheduled for release around Easter time, features three accurately-mapped cities: London, San Francisco and Tokyo, complete with famous landmarks. You get to tear around in a bunch of convertibles including a Merc, TVR and MGF. As you can see for yourself, it's looking absolutely gorgeous.

Watch out for an exclusive, detailed preview of the game in the next issue of *Official Dreamcast Magazine*, on sale Thursday 9 December.

TOEJAM & EARL & DC?

The cult Sega Megadrive game is on its way back

A new 3D version of comedy action-adventure *ToeJam & Earl*, one of the best-loved games from the Sega Megadrive, could be on its way to Dreamcast, according to reports from its San Francisco-based creators.

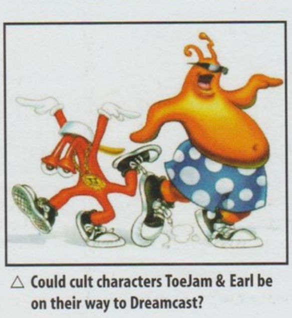
The new game, tentatively titled *ToeJam & Earl & Latisha*, has been in planning stages for some time with a question mark hanging over which gaming platform it will appear on.

However, after soliciting views on their website (www.tjande.com), developers Mark Voorsanger and Greg Johnson have been inundated with emails from Sega fans, making a Dreamcast version a distinct possibility.

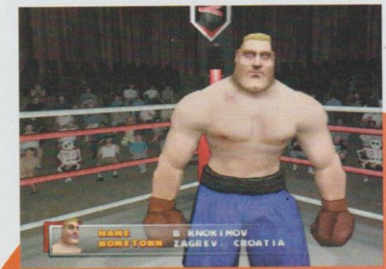
"People seem to feel strongly about wanting us to build *TJ&E III* for it [the Dreamcast]," says a statement. "Well, we want to say that we get the message, and we'll do our best to accommodate".

The original *ToeJam & Earl* game, published by Sega, saw the two aliens crash-landing on a very surreal-looking earth. The objective was to find ten pieces of their ship and get them back to their home planet. The game developed a huge cult following thanks to its excellent characterisation, innovative gameplay, and fun co-operative and competitive two-player modes.

ToeJam & Earl & Latisha is still in an early stage of development with a publishing deal yet to be signed. Rest assured, though, we'll be watching this one closely.



△ Could cult characters ToeJam & Earl be on their way to Dreamcast?



△ Miss the *Ready 2 Rumble* skeletons on Oct 31? Well you could change your DC's system clock to see it.

SPOOKY!

Dreamcast owners playing Midway's *Ready 2 Rumble* on October 31 would have been in for a special treat.

The game reads the date from the Dreamcast system clock, recognises that it's Halloween and replaces some of the crowd members with skeletons. At least one other date triggers a change in the game but, hey, we wouldn't want to spoil the surprise.

Meanwhile, *Ready 2 Rumble* has been such a success on Dreamcast around the world that Midway are thought to be keen on producing a series of similar off-beat sports titles, with a wrestling game likely to be next.

ONLINE GAMING: SPECIAL REPORT

EXTENDED PLAY

Haven't taken your Dreamcast online yet? Then you may not be getting the most out of your games. Warren Chrismas investigates

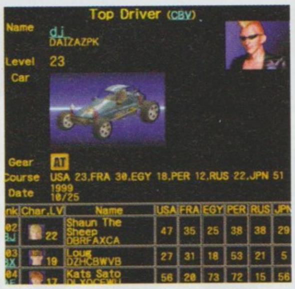
PICTURE THE SCENE. You've just completed Mountain stage three of *Sega Rally 2* on Dreamcast in a new personal best time of just under 3min 30sec. You've spent three minutes jumping around your lounge like an absolute loon. The petrified cat is half way up the garden.

And now your mate's chipping in, saying that he's seen people go way faster than you and that, actually, your time is a bit crap. "Rubbish!" you say (or words to that effect).

Well thankfully, you can *prove* just how fast you are. *Sega Rally 2* (*ODM* #0, 8/10), you see, is one of the first batch of Dreamcast games to include an online feature – in this case a pan-European Net Ranking table on which you can place your fastest times for the whole world to admire.

Before you can upload data you need to go to the website (www.segarally.com) and gain a user conformation key (which is sent by email). Once you have this you can transfer your fastest times from a Visual Memory unit onto the site as many times as you like.

The only additional information you need each time is a code from the bottom of the in-game high score table which verifies whether you've been playing a PAL or NTSC version of the game. It's a bit of hassle, true, but well worth the effort if you can make the top 100 fastest times of the week or top 1000 times in history.



Top Driver (CBY)

Name d.j. DAIZAZPK

Level 23

Car

Gear AT

Course USA 23.FRA 30.EGY 18.PER 12.RUS 22.JPN 51

Date 1999 10/25

nk	Char.LV	Name	USA	FRA	EGY	PER	RUS	JPN
02 BJ	22	Shaun The Sheep DBRFAXCA	47	35	25	38	38	29
03 BX	19	Loug DZHCBWVB	27	31	18	53	21	5
04	17	Kats Sato	56	20	73	72	15	56

△ **Upload your data to the *Buggy Heat* ranking table and let others take you on.**

The online features of *Sonic Adventure* (*ODM* #0, 9/10) are somewhat easier to access (select the Internet option from the main game menu and you can jump straight to the dedicated website), but the options are vast. For starters, you can upload your best stage times (with prizes given for the best), or, for those who have collected all 130 Emblems, your best Emblem Attack times.

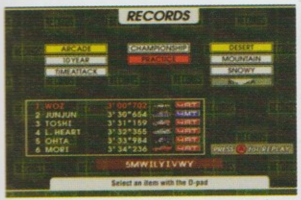
You can also download special 'event' data. Two options are currently available (both less than 50 VM blocks each) – one which turns Station Square into a Dreamcast launch party and another which gives Twinkle Park a Halloween theme. The game automatically detects, and uses, the most recently downloaded event data when you restart.

Perhaps the most interesting online features, however, involve the cute, Tamogotchi-like creatures you pick-up in the game from Chao Gardens. On the website you can send your Chao to the doctor to bring it back to health, send it for analysis, or leave it in Daycare for other people to download and play with on their own Visual Memory units. Finally, you can upload your best Chao Race rankings.

With *Dynamite Cop* (see page 93) you can download a file called the Detonator Pack (see page 29 of the manual for details). This gives you extra options including a new character and additional weapons. We expect several titles to offer the chance to add extras in the future. Sports games, for instance, are likely to include an option to download updated statistics.

Like *Sega Rally 2*, *Buggy Heat* (reviewed on page 90) includes an option to post fastest lap times onto a website (accessed, in this case, by simply following in-game menus). The one additional feature, here, is that players can upload replays of fast laps. Other players can then download the data onto their Visual Memory units (it only takes a few seconds), and then race against you as a kind of ghost opponent in Versus mode.

Sure, it's not exactly true head-to-head gaming (we'll have to wait until at least next Easter to see that on Dreamcast), but it does enable you to test your skills against Europe's best drivers. And, hey, at least you won't run up a huge phone bill as you play.



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1 WOZ      3'00"702
2 JUNJUN   3'30"654
3 TOSHI    3'31"159
4 L. HEART 3'32"355
5 OHTA     3'33"984
6 MORI     3'34"236
SMWILYIVWY
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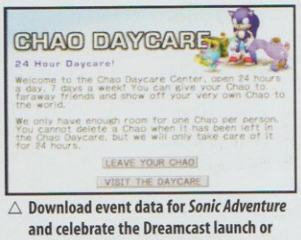
△ **Get to the top of the high score table in *Sega Rally 2* and you can upload the times to a Net Ranking table.**



CHAO DAYCARE

24 Hour Daycare!

Welcome to the Chao Daycare Center, open 24 hours a day, 7 days a week! You can give your Chao to faraway friends and show off your very own Chao to the world.

We only have enough room for one Chao per person. You cannot delete a Chao when it has been left in the Chao Daycare, but we will only take care of it for 24 hours.

△ **Download event data for *Sonic Adventure* and celebrate the Dreamcast launch or Halloween.**

2
POSITION
TOTAL TIME
LAP TIME
RECORD
AT

△ **Play 'ghost' opponents in *Buggy Heat*. The guy on the right is an 8-year-old from Norwich. Possibly.**

GAMES NEWS

TOTAL TIME
BEST LAP TIME
0'00"000
LAP TIME
1'13"510
073
AT

THUNDER IS COMING

Midway have announced details of their forthcoming off-road racer, *4-Wheel Thunder*. The Kalisto-developed game is set to feature monster trucks, buggies, jeeps, and quads, each with realistic handling characteristics. They'll be 12 tracks set in six real-world locations as well as indoor circuits. It's due out in March 2000.

SWATCH IT MATE

Sega have announced a new partnership with Swatch which will see the company utilise various time-keeping technologies in future products. This includes the Swiss watch manufacturers' Internet time standard, 'Swatch Beats', which Swatch is pitching as a standard time-keeping measure for the World Wide Web.

RUNABOUT NOW

Japanese developers Climax have confirmed that *Super Runabout* is definitely on its way to Dreamcast. The game is a sequel to the madcap street racer on PlayStation, known as *Felony 11-79* in the UK. No details on European publisher or release date yet, but we'll keep you posted.

GRAN TURISMO KILLER?

Reports from a Japanese newspaper suggest that Sega are working on a Dreamcast game to directly rival Sony's hugely popular PlayStation racer *Gran Turismo*. The game, currently known as *Sega GT*, is set to feature over 100 cars from nine Japanese car developers and will include some online features. More news as we get it.

WRESTLEMANIA!

Acclaim have signed an exclusive agreement to create wrestling games using the official logo and characters from Extreme Championship Wrestling. ECW is a new rival to World Wrestling Federation, the license to which was owned by Acclaim (see page 88) but is now with THQ, and World Championship Wrestling, whose rights are with Electronic Arts. Got that? There's no news yet as to whether Acclaim will create a Dreamcast ECW game but it's highly likely.

WATCH THIS!
VHS MOVIE ACTION

HAPPINESS

OUT: NOW • CERT: 18 • TO RENT

A film whose main characters include a paedophile rapist, a paranoid poet, an obscene phone-caller and an obese woman who, while chowing down a bowl of ice cream, confesses to murdering a man, chopping him up and storing the body parts in her freezer might not sound like the most appealing fare, and in the hands of a lesser director it probably wouldn't be. But thanks to the sharp eye and keen wit of Helmer Todd Solendz, this satire about a bunch of dysfunctional New Jersey-ites whose screwed up lives unwittingly intertwine, is both heartbreaking and hilarious. CE

BEST LAID PLANS

OUT: NOV 22 • CERT 15 • TO RENT

Alessandro Nivola (*Face/Off*) stars as a recycling plant worker who, after discovering that his recently deceased father has left him zero inheritance, goes on a bungled heist and ends up being fingered for the money. In a desperate bid to pay off the debt and ultimately get out of town, he ropes in girlfriend Reese Witherspoon to pull off a fast one on an old college mate, but – you've guessed it – it all goes disastrously wrong. With more twists than a Curly-Wurly and great performances, this quirky little thriller deserves a place on the cult classics shelf. CE

SAVING PRIVATE RYAN

OUT: NOW • CERT: 15 • £16.99

Although based on a real-life incident where the US government gave a soldier the right to go home after his three brothers were killed in action, Spielberg's take focuses almost entirely on the ghastly reality of combat. Tom Hanks is the unfortunate Captain Miller who's charged with leading his men through the blood and guts littering the Normandy beaches to rescue a Private Ryan (Matt Damon) from the occupied French countryside. It's not to be watched while eating. CE

PHOTOGRAPHY: **LUMLEY, DAN TRENT**

△ Mike Van Arsdale grapples with Joe Pardo during UFC XVII: Redemption. It's a man's sport.

UFC TO DC?

Gruesome American sport could be on its way to your Dreamcast

A SIMULATION OF WHAT many consider to be the world's most barbaric sport could be coming to Dreamcast courtesy of Crave. Crave themselves have yet to comment on the matter but news reports from the US suggest that the publisher is seeking an official license from SEG Sports Corp., the company behind the Ultimate Fighting Championship.

The (almost) no-holds-barred UFC events – which make WWF wrestling look like, well, a load of blokes playacting – are popular pay-per-view events on cable television in the United States.

The mixed martial arts contests pit two fighters against each other, usually in a giant octagon-shaped cage. Competitors may use hands, feet, knees and elbows to attack opponents, with fights held in one continuous round of around 15-20 minutes.

Original tournaments, which began in Denver, Colorado in 1993, were held with virtually no rules in place. However, regulations have since been brought in banning some of the nastier tactics such as spitting, biting, eye gouging and hair pulling. Choking an opponent, however, is apparently still within the rules.

Online reports have suggested that some of the development team behind Namco's *Soul Calibur* (reviewed on page 64) are to work on the Dreamcast project but this remains an unsubstantiated rumour. Rest assured, we'll be keeping our gouged-out eyes and half-bitten ears open for further news on this title.

SANTA COMMANDER IS COMING TO TOWN!

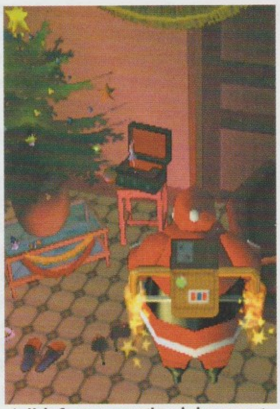
No Cliché create a brand new *Toy Commander* mission

French developer No Cliché have produced a special Christmas edition of its mission-based shoot 'em up *Toy Commander* and readers of *Official Dreamcast Magazine* will get it absolutely free!

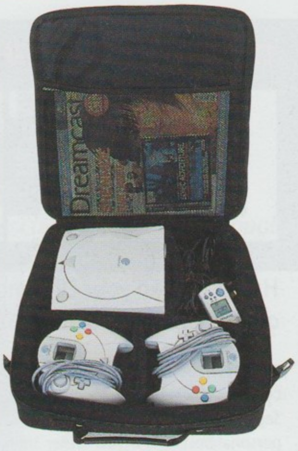
The objective of the fully-playable, standalone mission is to help Santa return presents missing from under the Christmas tree. There are five presents hidden around the room, each protected by tearaway toys.

You must clear the way with a jeep and jet fighter then recover the gifts with Santa himself who uses a jet pack. No, really.

The Christmas Edition of *Toy Commander* will appear on the coverdisc of the January edition of *Official Dreamcast Magazine* along with playable demos of *F1 World Grand Prix, Suzuki Alstare Extreme Racing* and *Snow Surfers* (see page 117 for details). It's due on sale Thursday 9 December. Don't miss it.



△ Help Santa recover the missing presents.



WIN A DC CARRY BAG

TEN PURPOSE MADE HOLDALLS UP FOR GRABS, COURTESY OF PLANET DISTRIBUTION

You're like a one-man Sega PR machine, taking your smart new Dreamcast from house to house to show it to friends… and hammering 'em at *Ready 2 Rumble, Power Stone* et al.

But how do you get it there? Well, you *could* throw everything into, say, a Sainsbury's carrier bag but how cool would that be? Not very, frankly. What's more, you risk scratching and damaging your precious baby. And we wouldn't that now, would we?

Far better, we're sure you'll agree, to use a dedicated holdall like, say, the Games Console Carry Bag, which had been especially designed to hold not only your Dreamcast but also two controllers, all the leads and at least four games. You'll also find room to squeeze in your favourite magazine, like, for example, the one you're holding right now.

The heavily padded, water resistant bag features a carry handle and a detachable shoulder strap. Cool, eh? Well, we've got TEN Games Console Carry Bags to give away, each worth £24.99, courtesy of the very lovely people at Planet Distribution.

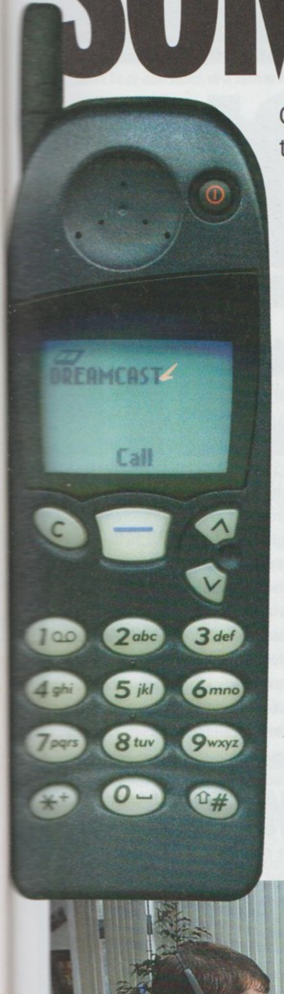
To be in with a chance of winning one of 'em, answer the question below and send it, along with your name, address and age, on a postcard or the back of a sealed envelope, to: Carry Me Home, Official Dreamcast Magazine, Dennis Publishing, 19 Bolsover street, London W1P 7HJ. Closing date: Friday 10 December.

QUESTION: **WHICH DISTRIBUTION COMPANY IS SUPPLYING THE PRIZES?**

Terms and conditions: Only entries completed and received before the closing date will be entered into the prize draw. Winners will be notified by post. No cash alternative. No correspondence will be entered into. The Editor's decision is final. All the other usual competition rules, conditions and restrictions (available on request) apply. And all that.

HELP! I NEED SOMEBODY...

Console conundrums? Fear not, Sega's highly trained call centre team are there to help. **DAN TRENT** paid them a visit



LAUNCHING A NEW CONSOLE is a stressful business. Once you've made sure all the games developers are on schedule and the retailers have enough stock, you're then going to have to make sure that everything is running smoothly for the punters who are going to be laying down their hard-earned cash for your dream machine.

The fact that the console you're launching is the first in the world to be fitted with a modem and many of the people logging on will never have been on the Internet before should be enough to break you out in a cold sweat.

As simple to set up and use as the Dreamcast is, Sega have pre-empted any problems you may have setting up your console by training up a team of experts to help you through any queries you may have. In fact, there are three separate services for general queries, Internet problems and advice, and gaming hints and tips.

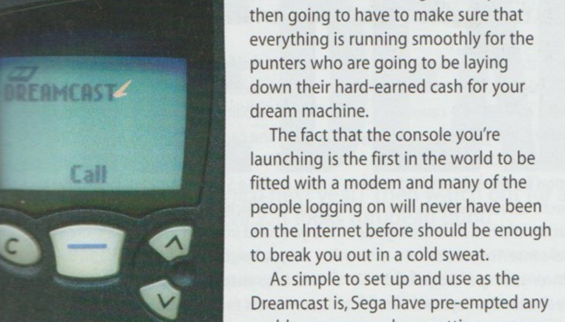
We made the trip up to Glasgow to visit the call centre on the day of Dreamcast's launch to find out how the first wave of new owners were getting on.

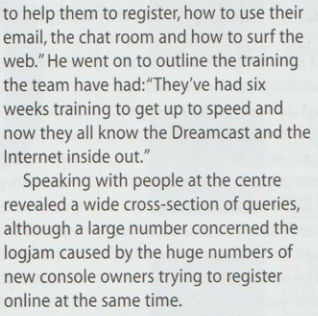
We were greeted by Sega's Chris King who explained the role of the centre: "One of the main things we're here for is to guide people through the Dreamcast and to help them to register, how to use their email, the chat room and how to surf the web." He went on to outline the training the team have had: "They've had six weeks training to get up to speed and now they all know the Dreamcast and the Internet inside out."

Speaking with people at the centre revealed a wide cross-section of queries, although a large number concerned the logjam caused by the huge numbers of new console owners trying to register online at the same time.

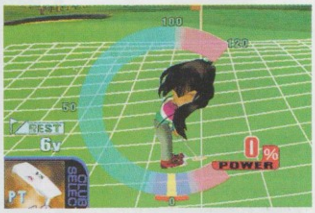
"We have had one lad who'd been barred from the chat room already," laughed Kelly, one of the agents at the centre. "That's not bad considering it's only been running a few hours. We'll let him sweat for a bit and let him back in – I reckon he'll have learnt his lesson though!"

• For full details of all the Sega support phone numbers turn to our Sega Q&A article on page 108


△ **It's not all hard work: the team have to knowq the games as well as the Internet.**


△ **A highly-trained operative goes into action.**

GAMES NEWS



TEE PLEASE

Acclaim have signed a deal to distribute *Let's Golf* from Japanese developer Bottom Up. The game, set to be re-named *Tee Off* in the UK, is a fun, easy-to-play golf game for one to four players, featuring cutesy characters. It's currently scheduled for release over here on Friday 10 December.

SEGA SHARES TECHNOLOGY

Japanese electronics company SCS and Sega are to co-produce a Dreamcast-based computer terminal specifically designed to enable users to trade shares and purchase products online with the minimum of fuss. The Dreamcast R7 is unlikely to be seen outside of Japan.

FIA™ FORMULA 1 WORLD CHAMPIONSHIP

UBI SOFT GO OFFICIAL

Ubi Soft have signed a deal with Japanese company Video System to co-develop officially licensed Formula One games covering the 1999 and 2000 seasons. Both companies already have F1 games out on Dreamcast – Ubi Soft with *Racing Simulation Monaco Grand Prix* (*ODM* #1, 6/10) (which does not have a FIA license) and Video System with *F1 World Grand Prix for Dreamcast* (which does). The latter, published by Sega, is reviewed on page 82.

GIGA ENCOUNTER

Capcom are set to release a Dreamcast version of the arcade shoot 'em up *Giga Wings* in Japan this month. The home edition includes an Internet ranking mode, downloadable extras and a gallery mode. No news on a UK release yet but we'll keep you posted.

AUSSIES FORCED TO WAIT

Such is the massive demand for Dreamcasts in America and Europe, Sega have been forced to put back the launch of the machine in Australia and New Zealand. The few Antipodeans not living in London, can now get their hands on Dreamcasts on November 30. It was originally due on October 25.

COLOUR ME GOOD

American gamers are set to get their hands on a new range of coloured, translucent Dreamcast controllers from Sega. No official news yet as to whether they'll be available in the UK.

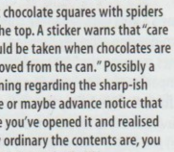
EAT THIS!
Y2K SWEETIES

MILLENNIUM BUG
CADBURY, APPROX. 32P

Like a Ferrero Rocher without the glamour, a Creme Egg without a marketing campaign or a Kinder Surprise without the, er, surprise, Cadbury's Millennium Bug is a basic milk chocolate ball with a soft caramel centre. It tastes, perhaps unsurprisingly, like a Cadbury's Caramel. Still, it's in two halves so you can eat one section and then have great fun teasing your friend/partner with the other... before stuffing that in yer gob too. Information on the ingredients isn't readable until you unwrap the silver foil. Not that anyone 'round here gives a toss. *WC*

MILLENNIUM CHOCOLATE BUGS
CREATIVE CON., APPROX. £2.69

The nastiest packaging in the history of confectionery – a tin can wrapped with a label that looks like it's been printed on a crappy dot matrix printer – is hardly an incentive to try these. Inside there's a dozen or so milk chocolate squares with spiders on the top. A sticker warns that "care should be taken when chocolates are removed from the can." Possibly a warning regarding the sharp-ish edge or maybe advance notice that once you've opened it and realised how ordinary the contents are, you can't take 'em back. *WC*



MILLENNIUM BUGS
HARIBO, APPROX. 99P

The choice of the non-chocolate eating generation, Haribo's contribution to the Y2K confectionery cash-in frenzy is a 175g bag full of multi-coloured "fruit flavour and sweet foam gums" shaped like various mutant bugs. Feed your little cousins enough and they may start eating every real garden creepy crawly they can lay their grubby little hands on. Well, hey, it's worth a try. For the record, we got 43 sweets in our pack. Yes, it's been a quiet day in the office. *WC*

PHOTOGRAPHY: LUMLEY, DAN TRENT

ARCADE TEST

△ **Our man Ed Lomas takes a short break from autograph-signing sessions to play *Ferrari F355* Challenge at Sega World in the Trocodero Centre, London.**

VROOOOOOOM!

While we're all saving for a real one, the *ODM* team takes Yu Suzuki's Ferrari F355 for a spin

SUCH IS THE CLOSE RELATIONSHIP between the two technologies, it's generally assumed that any well-received coin-op which uses Sega's Naomi arcade boards will be converted to Dreamcast in due course.

But what about Sega's *Ferrari F355 Challenge* – the world's most advanced arcade driving sim? Given that it's said to use four Naomi boards (including one for each of its three individual screens), is a faithful Dreamcast version really likely to appear in future? Many thought not. Until that it is, Sega unveiled a new single-screen version of the coin-op at the Tokyo Game Show.

Due in arcades this autumn, the new 'Twin' version has been designed for link-up play (a glaring omission from the original), with, significantly, each machine said to use just *one* Naomi board, and each featuring a slot for Visual Memory unit to save car data. It still isn't confirmed but we can take a hint – only a fool would bet against a version roaring its way to Dreamcast at some point.

Two and a half years in the making, the officially-licensed *F355* is the work of Sega legend Yu Suzuki (responsible for some of the greatest arcade racing games of yesteryear, including *Hang On*, *Out Run* and *Virtua Racing*) and the AM2 team.

Yu Suzuki likes his cars. "Ferraris are my favourites," he told us when we caught up with him in Japan recently. "I have two of my own which I got to take onto the circuits."

Suzuki's passion for the subject, and some extensive research, has resulted in a true supercar simulation and not an 'arcade game' in the traditional sense. Forget the exaggerated power-sliding of *Ridge Racer* and the like – realism is the keyword here.

Similarly, while the visuals are extremely detailed there are no over-the-top special effects. *F355* isn't kids stuff. This one's for racing connoisseurs.

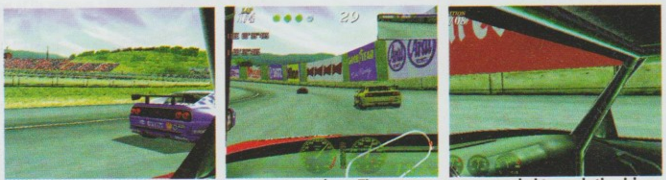
You want options? Well, you've got 'em. There are three types of racing: a Training mode which offers an audio guide and a red line to follow on the track, a Driving mode which puts you on the track alone and without the assistance of any computer driving aids and a full Racing mode.

There are three gear box options too: automatic, sequential switching (using paddles behind the wheel) and fully manual with a six speed stick and clutch. The chosen skill level (Novice, Intermediate or Simulator) determines which of these you can use, and which of the four driver aids are available.

Driver aids? Ah yes, you might need these. There's Stability Control (which automatically adjusts the car's roll through bends), Traction Control (which restricts wheel spin), an Anti-Lock Braking System, and Intelligent Braking System (which automatically brakes for you as you head into corners).

As you might have guessed from all this, *F355* is no easy ride. It will take you many, many hours to hone your driving techniques. Even more to learn the intricacies of the five courses (Monza, Suzuka, Long Beach, Motegi and Sugo), which vary from Daytona-style oval-shaped tracks to nightmarish circuits with the nastiest of hairpins. And more still to learn how to keep it all together long enough to actually win races.

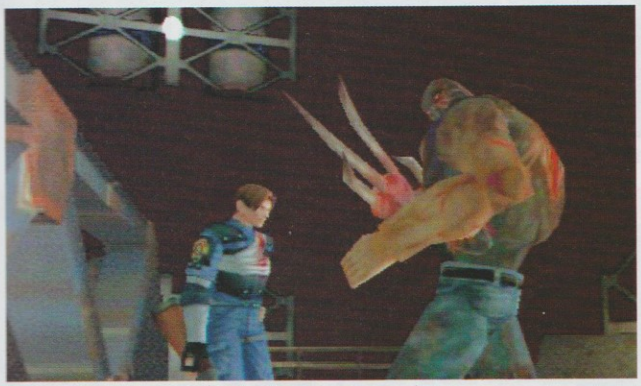
Now you *could* keep piling in the pound coins until you perfect it, but wouldn't you rather have it on your Dreamcast where you could practise over and over again in the comfort of your own home? We would. Hurry up, Sega. *Please.*



△ **The full version of *F355* has three separate monitors. The outer screens are angled towards the driver.**

FERRARI F355 CHALLENGE: THE LOW-DOWN

DEVELOPER: **SEGA AM2**
FORMAT: **DELUXE SIT-IN MODEL WITH THREE SCREENS (SINGLE PLAYER) AND, DUE THIS AUTUMN, A TWIN VERSION WITH TWO SEPARATE SCREENS (FOR LINK-UP PLAY)**
COST: **USUALLY £2 A GO (£1 CONTINUE, £1 TECH DATA PRINT-OUT)**
AVAILABILITY: **MAJOR ARCADES IN LONDON AND AROUND THE UK**
DUE ON DREAMCAST: **STILL UNCONFIRMED. PROBABLY END OF 2000 AT THE EARLIEST**



△ "Short back and sides, or a rather fetching decapitation job, sir?"

BACK FROM THE DEAD

Can't wait for *Code Veronica* next year? Then watch out for a conversion of *Resident Evil 2*. It looks (un)dead good

THERE'S GOOD NEWS and bad news for Dreamcast owners eagerly awaiting the chance to play *Resident Evil*, the gory, multimillion-selling action-adventure from Capcom. *Resident Evil: Code Veronica*, a Dreamcast-exclusive edition complete with first-person perspective mode, is now unlikely to appear in the UK until next spring at the very earliest. However, a version of *Resident Evil 2* (said to closely resemble the PC edition, but with some extra features) is now due out on Dreamcast in January from Virgin Interactive.

We hope to bring you a full review of *RE2* in the February edition of *Official Dreamcast Magazine*, on sale Thursday 13 January.

I WANT IT NOW!

Grab a free VM unit by voting for the best up-and-coming DC games

There are a billion and one (approx) Dreamcast games in development around the world, but which ones are getting *you* most excited? Stunning-looking adventures like *Shunmue* and *Resident Evil: Code Veronica*? Arcade conversions like *Dead Or Alive 2* and *Crazy Taxi*? Or maybe hot racing games like *Metropolis Street Racer* and *Midnight GT*?

Tell us which forthcoming Dreamcast releases you're most looking forward to playing and, courtesy of Sega, you could blag a Visual Memory unit (worth £19.99) for absolutely nothing.

To vote, and to be in with a chance of pocketing a free VM unit, simply email us at letters@dreamcastmag.co.uk with the subject header 'Vote DC!'. Please include, in order, a list of the *five* games you're most looking forward to (with the most keenly anticipated at the top of the list), along with your name, age and full postal address.

There's no closing date, as this is an on-going competition. We'll be drawing a winning entrant from the metaphorical hat each and every month starting in November. Only one entry per reader each calendar month please – anyone submitting more will be cursed at in the office and disqualified from the competition. Forever.

• Note: Sorry, but for logistical reasons we can only accept votes by email for this competition.

THE PLAYLIST

STUART DREDGE PICKS HIS FAVOURITE DREAMCAST GAMES FROM THE LAST TWO ISSUES

1 READY 2 RUMBLE (SEGA, £39.99)

Crowd-pulling boxing game that's packed with humorous touches. It's one of the most accessible Dreamcast games – you can really dive in and enjoy it from the word go. The fighters all play very differently, so it's definitely got long-term appeal. The best two-player game so far on Dreamcast. *(ODM #1, 9/10)*

2 NFL BLITZ 2000 (MIDWAY, £39.99)

Irreverent gridiron game with extra helpings of violence. It's really tough at first, but once you've figured out how to avoid 100-point beatings it gets seriously addictive. The four-player mode looks excellent, but finding three mates who understand American football can be a real problem. *(ODM #1, 8/10)*

3 POWER STONE (EIDOS, £39.99)

Like *Rumble*, it's another beat 'em up that you don't need a degree in advanced nerdery to enjoy. It can still be a bit of a chore slogging through the game with different characters, but the extra weapons make it worthwhile. Not too sure about the weird first-person view mode though. *(ODM #1, 8/10)*

4 UEFA STRIKER (INFOGRAMES, £39.99)

It's not the best footie game ever, but until some competition comes along *UEFA* will be getting a lot of play. It doesn't always feel as responsive as you'd like, but with practice you can string some really slick moves together. *(ODM #1, 8/10)*

5 SONIC ADVENTURE (SEGA, £39.99)

Latest instalment of the trials of ol' spiky-hair himself. The adventure elements definitely add more depth to the game, and the platform bits are as good as ever. The cinematic cut-scenes can get a little irritating, but on the whole it looks pretty incredible. The fishing sub-game rocks, too. *(ODM #0, 9/10)*

6 HOUSE OF THE DEAD 2 (SEGA, £39.99; £54.99 WITH LIGHT-GUN)

Zombie-maiming blast 'em up with gore galore. It's certainly bloody hard, but with enough practice it's also very enjoyable. *(ODM #1, 9/10)*

7 HYDRO THUNDER (MIDWAY, £39.99)

Turbo-powered speedboat sim. Strange one, this. It doesn't feel that impressive when you're playing it, but for some reason it's as addictive as hell, and you keep coming back to it despite yourself. It could still do with being a bit faster, but it's definitely a game that grows on you. *(ODM #1, 6/10)*

8 VIRTUA FIGHTER 3TB (SEGA, £39.99)

Classic beat 'em up in its latest incarnation. This might be a controversial opinion, but *VF3tb* isn't the best Dreamcast fighter. Still, it's slick enough, and there are plenty of special moves to keep you interested. It's not as good as *Ready 2 Rumble* or *Power Stone*, but it's still worth a button bash. *(ODM #0, 7/10)*

9 RS: MONACO GRAND PRIX (UBI SOFT, £39.99)

F1 sim with real-life events from last season. There are plenty of driving games out on Dreamcast, but this is the best so far. It's another game that seems too hard the first few times you play it, but it rewards persistence. And, of course, it's always fun causing a ten-car pile-up. *(ODM #1, 7/10)*

0'40"
SUPER BIG!!
WEIGHT
4.980

10 SEGA BASS FISHING (SEGA, £59.99 WITH ROD)

You know the score: fishing, basically. *Sega Bass* is one of those games that you play non-stop for a while, but once the novelty wears off it will sit on a shelf getting dusty while you play *Soul Calibur*. That's not to say it's bad – it's not – but there's not enough depth in it to keep you hooked long-term. *(ODM #1, 7/10)*

THE BEST WEBSITES IN

New to the Internet? Then start right here with our guide to some of the world's most popular websites

SO YOU'VE GOT THE DREAMCAST out of the box, played the devil out of your first few state-of-the-art games and now you're ready to prime the built-in modem and start surfing the World Wide Web.

But where should you go? Well, there are literally millions of websites out there but, as a starting point, we've listed some of the best and the brightest that the Web has to offer across these two pages.

A small word of warning: surfing the Net with Dreamcast is not always smooth going – many sites are designed with higher resolution PC screens, rather than TVs, in mind, and so can look cluttered and messy when viewed on your DC. But if you're patient and don't mind the odd bit of page scrolling you should find that at least 90 per cent of sites on the Net are usable.

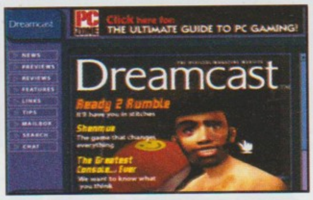
What may be more problematic is the variety of media formats available on the Net. The DC can handle several audio and video standards (including Macromedia Flash, MPEG Softec, WAV, AIFF and MIDI), but there are still sites where movie and sound clips will not be compatible. It's frustrating, to be sure, but the situation is bound to improve over the next 12 months as one or two formats start to dominate and the DC's browser is improved and updated.

One final nugget of golden advice. While the on-screen keyboard is usable we highly recommend you invest in the keyboard peripheral. It's a snip at £19.99 and it will improve your online experience – be it web surfing, emailing or chat – immeasurably.

△ **The Dreamcast keyboard costs £19.99. Get one!**

Having problems getting your Dreamcast online? Not really sure what to do on the Net? Then watch out for the first part of our comprehensive DC online guide next issue, on sale Thursday 9 December

GAME INFO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Ready 2 Rumble
It'll have you in stitches
Shenmue
The game that changes everything
The Greatest Console... Ever
We want to know what you think

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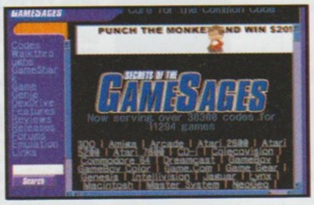
No, no, no we couldn't. Modesty prevails us, etc etc. Aw shucks, go on then. You were smart enough to buy the best Dreamcast mag, so keep up the grade point average by visiting the best Dreamcast website.

Dreamcast Launches!
Celebrity Launch Tonight
Midnight Opening
UK Advertising Campaign

DREAMCAST EUROPE
www.dreamcast-europe.com

The place to go for info from Sega, whether you've already got a Dreamcast or not. Check out the games and event info, enter compos and register for the latest news, delivered by email. We have!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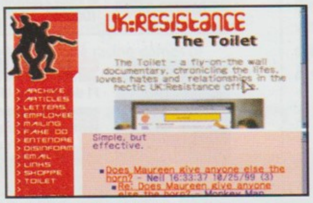
3DO | Amiga | Arcade | Atari 2600 | Atari 5200 | Atari 7800 | CD-i | Colecovision | Commodore 64 | Dreamcast | GameBoy | GameBoy Color | Game.Com | Game Gear | Genesis | Intellivision | Jaguar | Lynx | Macintosh | Master System | NeoGeo |

GAMESAGES
www.gamesages.com

Covering more than 11,000 games, this is the Net's most comprehensive site for cheat codes, walkthroughs and FAQs. The DC section is relatively small at the moment but expect it to expand rapidly over coming months.


UK:RESISTANCE
The Toilet
> ARCHIVE
> ARTICLES
> LETTERS
> EMPLOYEE
> MAILING
> FAKE DC
> ENTENDRE
> DISINFORM
> EMAIL
> LINKS
> SHOPPE
> TOILET

The Toilet - a fly-on-the wall documentary, chronicling the lifes, loves, hates and relationships in the hectic UK:Resistance office.

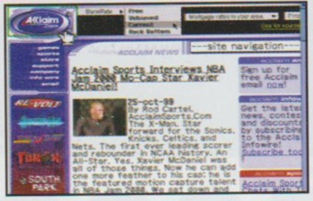
Simple, but effective.

- Does Maureen give anyone else the horn? - Neil 16:33:37 10/25/99 (3)
  - Re: Does Maureen give anyone else the horn? - Monkey Man

UK RESISTANCE
www.ukresistance.com

The new home for the sarcastic guide to happenings in the world of Sega. It looks pants on the DC (sort it out guys!) but is worth persevering with. It's juvenile, offensive and very, very funny.

GAME PUBLISHERS


Acclaim
ACCLAIM NEWS
---site navigation---
RE-VOLT
TUROK
SOUTH PARK

Acclaim Sports Interviews NBA Jam 2000 Mo-Cap Star Xavier McDaniel!

25-oct-99
By Rod Cartel, AcclaimSports.Com
The X-Man. Star forward for the Sonics, Knicks, Celtics, and Nets. The first ever leading scorer and rebounder in NCAA history. An All-Star. Yes, Xavier McDaniel was all of those things. Now he can add one more feather to his cap: he is the featured motion capture talent in NBA Jam 2000. We sat down and

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ACCLAIM
www.acclaim.com

An excellent site from the company behind *TrickStyle*. They've got loads of Dreamcast games coming out in the next couple of months, including *Re-Volt*, *Shadowman* and *South Park Rally*, so keep an eye on this one.

Whats New
About Bizarre
Games
Jobs
Feedback
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About Bizarre
Games
Links
BIZARRE CREATIONS
WWW.BizarreCreations.com

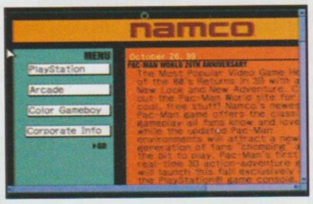
BIZARRE CREATIONS
www.bizarrecreations.com

Read the diary, check the screenshots and follow the progress of *Metropolis Street Racer* and *Furballs* – two hotly-tipped DC titles due out next year – on this, the home of the Liverpool-based software developer.

CAPCOM
CAPCOM
Capcom Entertainment
new games

CAPCOM
www.capcom.com

The Japanese company have produced several DC games so far including, of course, *Power Stone* and *Street Fighter Alpha 3*. You can find details on those two here plus info on the forthcoming *Resident Evil* titles.

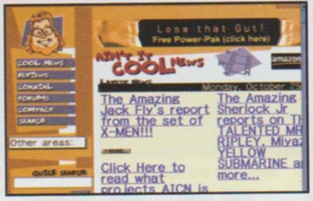

namco
MENU
PlayStation
Arcade
Color Gameboy
Corporate Info
GO

October 26, 99
PAC-MAN WORLD 20TH ANNIVERSARY
The Most Popular Video Game Hero of the 80's Returns in 3D with a New Look and New Adventure. Check out the Pac-Man World site for cool, free stuff! Namco's newest Pac-Man game offers the classic gameplay all fans know and love while the updated Pac-Man environments will attract a new generation of fans "chomping" at the bit to play. Pac-Man's first real-time 3D action-adventure game will launch this fall exclusively on the PlayStation® game console.

NAMCO
www.namco.com

Find out about Pacman's 20th birthday celebrations or find out more about this month's cover game *Soul Calibur*. Plus plenty of pics of doe-eyed, scantily-clad and gravity-defying 17-year-olds. Naturally.

MOVIES


Lose that Gut!
Free Power-Pak (click here)
AIN'T IT COOL NEWS
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COAXIAL
FORUMS
CONTACT
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Other areas:
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amazon

Monday, October 25

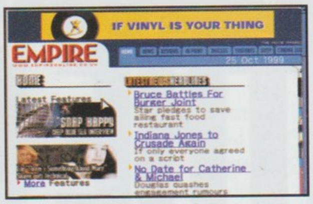
The Amazing Jack Fly's report from the set of X-MEN!!!

Click Here to read what projects AICN is

The Amazing Sherlock Jr reports on THE TALENTED MR RIPLEY, Miyazaki YELLOW SUBMARINE and more...

AIN T IT COOL NEWS
www.aint-it-cool-news.com

No-one is a bigger film buff than Harry Knowles. His website has ballooned from an interesting amateur site to a massive and often indispensable source of up-to-the nanosecond news and gossip about the movie industry.


IF VINYL IS YOUR THING
EMPIRE
25 Oct 1999
Latest Features
SNAP HAPPY
More Features

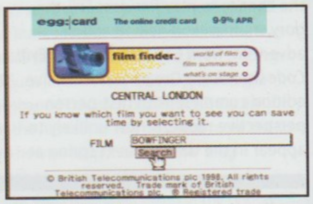
Bruce Battles For Burger Joint
Star pledges to save ailing fast food restaurant

Indiana Jones to Crusade Again
If only everyone agreed on a script

No Date for Catherine & Michael
Douglas quashes engagement rumours

EMPIRE ONLINE
www.empireonline.co.uk

The web edition of the UK's biggest selling movie mag – it has a database of over 4,000 reviews, includes all films released that week, online ticket booking and has well-written news updated daily.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world of film
film summaries
what's on stage
Search

CENTRAL LONDON

If you know which film you want to see you can save time by selecting it.

FILM BOWFINGER

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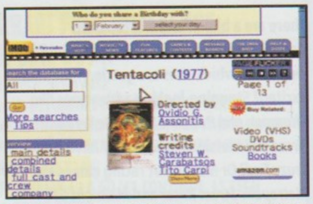
FILMFINDER
www.filmfinder.co.uk

Not a particularly glamorous site, but it does exactly what it says in the URL. You can find where particular films are showing, the start times and the phone number of the cinema screening them. Extremely useful.


Who do you share a Birthday with?
1
February
select your day
IMDb
Go!
More searches
Tips
main details
combined details
full cast and crew
company
Page 1 of 13
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Tentacoli (1977)

Directed by Ovidio G. Assonitis

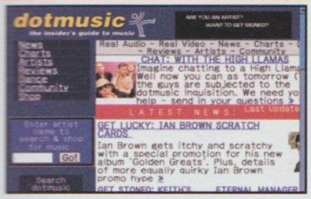
Writing credits Steven W. Carabatsos Tito Carpi

INTERNET MOVIE DATABASE
http://uk.imdb.com

Te best movie and actor/actress resource on the Net, and probably the best example of how a sophisticated database can deliver the kind of functionality and usefulness that most sites can only aspire to.

THE WORLD... EVER!

MUSIC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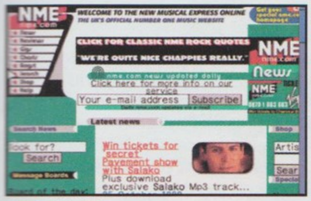
Ian Brown gets itchy and scratchy with a special promotion for his new album 'Golden Greats'. Plus, details of more equally quirky Ian Brown promo hype
Search dotmusic
GET STONED: KEITH'S ETERNAL MANAGER

DOTMUSIC.COM
www.dotmusic.com

A UK site which pays more attention to mainstream pop music than most of its competitors. It also has the most comprehensive UK singles and albums chart figures that you'll find anywhere – on or off the Net.


NME
WELCOME TO THE NEW MUSICAL EXPRESS ONLINE
THE UK'S OFFICIAL NUMBER ONE MUSIC WEBSITE
CLICK FOR CLASSIC NME ROCK QUOTES
"WE'RE QUITE NICE CHAPPIES REALLY."
nme.com news updated daily
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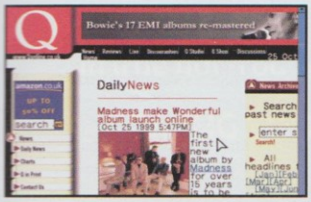
NME.COM
www.nme.com

This one has a stack of material and one of the best search engines of any music site on the Net. The day-glo design will not be to everyone's taste, but if you like the weekly paper you'll love this.


Q
Bowie's 17 EMI albums re-mastered
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Madness make Wonderful album launch online
[Oct 25 1999 5:47PM]
The first new album by Madness for over 15 years is to be
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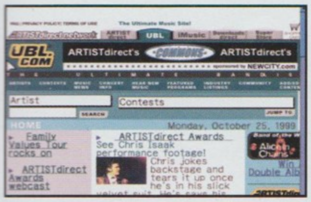
Q ONLINE
www.qonline.co.uk

The main feature here is a database of over 18,500 album reviews from the last 12 years of the magazine. Couple that with daily news updates and live reviews and it becomes a must for the grown-up music fan.


The Ultimate Music Site!
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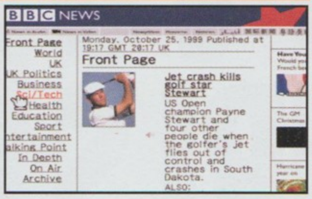
HOME
Monday, October 25, 1999
Family Values Tour rocks on
ARTISTdirect Awards webcast
ARTISTdirect Awards
See Chris Isaak performance footage!
Chris jokes backstage and tears it up once he's in his slick
Alice in Chains
Win Double Alb

UBL.COM
www.ubl.com

This is a more US-centric site but don't let that put you off. There's a wealth of material here including news, reviews, competitions and charts plus unlimited opportunities to buy music-related gear.

NEWS


BBC NEWS
Front Page
World
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Education
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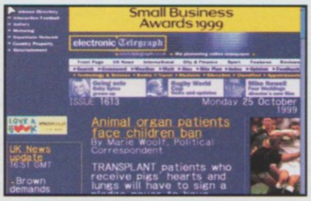
Entertainment
Talking Point
In Depth
On Air
Archive
Monday, October 25, 1999 Published at 19:17 GMT 20:17 UK
Front Page
Jet crash kills golf star Stewart
US Open champion Payne Stewart and four other people die when the golfer's jet flies out of control and crashes in South Dakota.
ALSO:

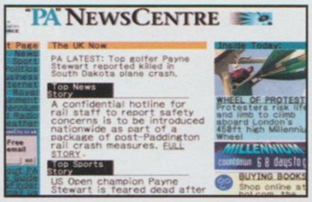
BBC NEWS
http://news.bbc.co.uk

Authoritative. Comprehensive. Accessible. The BBC News site (which has brazenly modelled itself on its US rival CNN), is a shining – and increasingly rare – example of well-spent licence payers' money.


Small Business Awards 1999
electronic Telegraph
ISSUE 1613
Monday 25 October 1999
LOVE A BOOK
Animal organ patients face children ban
By Marie Woolf, Political Correspondent
TRANSPLANT patients who receive pigs' hearts and lungs will have to sign a
UK News update
16:51 GMT
.Brown demands

ELECTRONIC TELEGRAPH
www.telegraph.co.uk

The most traditional of the broadsheet newspapers has the most cutting-edge online presence. It's been going for over five years, has everything in the paper plus hourly updates and a fantastic searchable archive.


"PA" NEWSCENTRE
The UK Now
PA LATEST: Top golfer Payne Stewart reported killed in South Dakota plane crash.
Top News Story
A confidential hotline for rail staff to report safety concerns is to be introduced nationwide as part of a package of post-Paddington rail crash measures. FULL STORY.
Top Sports Story
US Open champion Payne Stewart is feared dead after
Inside Today:
WHEEL OF PROTEST
Protesters risk life and limb to climb aboard London's 450ft high Millennium Wheel
MILLENNIUM countdown 68 days to
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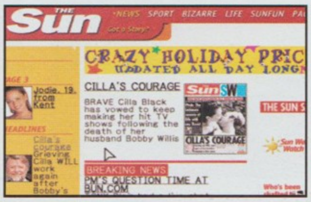
PA NEWSCENTRE
www.pa.press.net

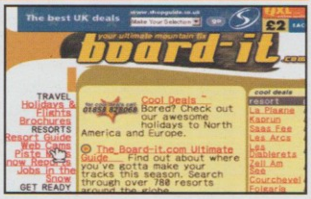
The Press Association is the source of stories for most other news and sports feeds in Britain, so you might as well get your stuff straight from the horse's mouth. The site is a bit dry but updated around the clock.


THE Sun
NEWS SPORT BIZARRE LIFE SUNFUN
Got a Story?
CRAZY HOLIDAY PRIC
UPDATED ALL DAY LONG
PAGE 3
Jodie, 19, from Kent
HEADLINES
Cilla's courage Grieving Cilla WILL work again after Bobby's
CILLA'S COURAGE
BRAVE Cilla Black has vowed to keep making her hit TV shows following the death of her husband Bobby Willis
CILLA'S COURAGE
THE SUN
BREAKING NEWS
PM'S QUESTION TIME AT SUN.COM

THE SUN
www.the-sun.co.uk

Page 3 girls, stories about 'Bullying Bill Giles the weatherman', rampant xenophobia and the considered diplomacy of columnists like Richard Littlejohn. What more could any intelligent person want, eh?

SPORT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The Board-it.com Ultimate Guide Find out about where you've gotta make your tracks this season. Search through over 780 resorts around the globe
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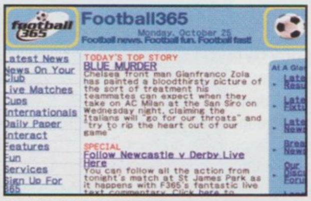
Kaprun
Saas Fee
Les Arcs
Les Diablerets
Zell Am See
Courchevel
Folgaria

BOARD IT
www.board-it.com

A UK website packed with information about snowboarding – including resort webcams, cheap holiday deals, piste maps, weather reports and a dictionary of boarder slang. It's bustin'.


football 365
Football365
Monday, October 25
Football news. Football fun. Football fast!
Latest News
News On Your Club
Live Matches
Cups
Internationals
Daily Paper
Interact
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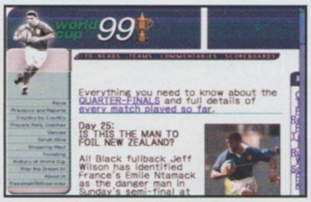
TODAY'S TOP STORY
BLUE MURDER
Chelsea front man Gianfranco Zola has painted a bloodthirsty picture of the sort of treatment his teammates can expect when they take on AC Milan at the San Siro on Wednesday night, claiming the Italians will "go for our throats" and "try to rip the heart out of our game"
SPECIAL
Follow Newcastle v Derby Live Here
You can follow all the action from tonight's match at St James Park as it happens with F365's fantastic live text commentary. Click here to
At A Glance

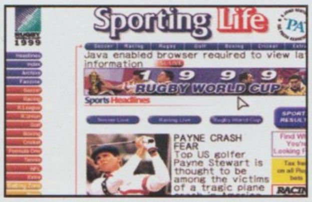
FOOTBALL.365
www.football365.com

One of the first big-budget sports sites and still one of the best. It offers the usual goodies – news, reviews, player profiles – but has also kept faith with its original vision of being very much a community-based affair.


world cup 99
HEAD-TO-HEADS TEAMS COMMENTARIES SCOREBOARDS
Everything you need to know about the QUARTER-FINALS and full details of every match played so far.
Day 25:
IS THIS THE MAN TO FOIL NEW ZEALAND?
All Black fullback Jeff Wilson has identified France's Emile Ntamack as the danger man in Sunday's semi-final at

SCRUM.COM
www.scrum.com

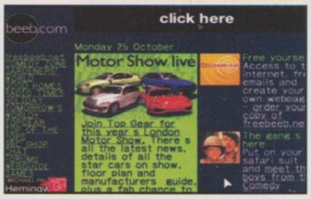
The World Cup has sparked an explosion in rugby-related sites online but this is still just ahead of the pack. The simple design, snappy news, star columnists and avowedly global perspective make it a must read.


RUGBY 1999
Sporting Life
PA
Java enabled browser required to view latest information
1999 RUGBY WORLD CUP
Sports Headlines
SPORT RESULTS
PAYNE CRASH FEAR
Top US golfer Payne Stewart is thought to be among the victims of a tragic plane
RACIN

SPORTING LIFE
www.sporting-life.com

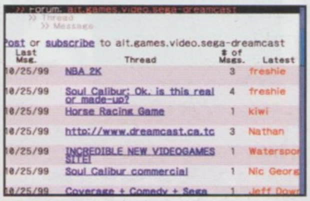
Unlike the original paper, the online version of *Sporting Life* covers every major sport and not just the horses. This colourfully-designed, award-winning site offers 24 hour news including live football score updates.

MISCELLANEOUS


beeb.com
click here
Monday 25 October
Motor Show live
Join Top Gear for this year's London Motor Show. There's all the latest news, details of all the star cars on show, floor plan and manufacturers guide, plus a fab chance to
freebeeb.net
COMEDY ZONE
GARDENERS' WORLD
GOOD HOMES
RADIO TIMES
HOLIDAY
TOMORROW'S WORLD
TOPGEAR
TOP OF THE POPS
BBC SHOP
CHAT
FORUMS
WEBGUIDE
GAMES
Free yourse Access to t internet, fr emails and create your own webpag - order your copy of freebeeb.ne
The gang's here
Put on your safari suit and meet th boys from th Comedy

BEEB.COM
www.beeb.com

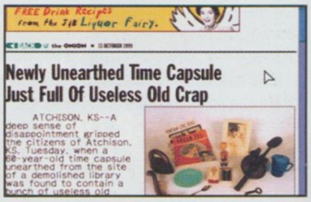
The happy smiley online face of the BBC. It's a handy portal offering a one-stop-shop of useful stuff – what's on telly tonight, for instance – in a very approachable way. There's far too much to describe here though.


>> Forum: alt.games.video.sega-dreamcast
>> Thread
>> Message
Post or subscribe to alt.games.video.sega-dreamcast

Last Msg.	Thread	# of Msgs.	Latest
10/25/99	NBA 2K	3	freshie
10/25/99	Soul Calibur; Ok, is this real or made-up?	4	freshie
10/25/99	Horse Racing Game	1	kiwi
10/25/99	http://www.dreamcast.ca.tc	3	Nathan
10/25/99	INCREDIBLE NEW VIDEOGAMES SITE!	1	Waterspo
10/25/99	Soul Calibur commercial	1	Nic Georg
10/25/99	Coverage + Comedy + Sega	1	Jeff Dow

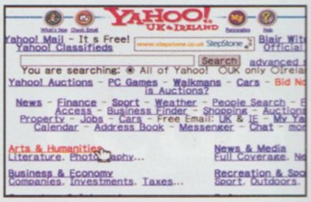
DEJA.COM
www.deja.com

A web gateway to the world of Usenet, giving the Dreamcast access to more than 16,000 newsgroups such as uk.games.video.dreamcast. Come here and you can discuss almost every subject under the sun.


FREE Drink Recipes from the J&B Liquor Fairy.
the ONION
Newly Unearthed Time Capsule Just Full Of Useless Old Crap
ATCHISON, KS--A deep sense of disappointment gripped the citizens of Atchison, KS, Tuesday, when a 60-year-old time capsule unearthed from the site of a demolished library was found to contain a bunch of useless old

THE ONION
www.theonion.com

It may be American but it is without doubt the most consistently funny website on the net. The serious newspaper presentation helps emphasise the subversive satirical humour. Try it – you'll love it.


YAHOO! UK & IRELAND
Yahoo! Mail - It's Free!
Yahoo! Classifieds
StepStone
Blair Witch Official
Search
advanced
You are searching: ● All of Yahoo! ○ UK only ○ Ireland
Yahoo! Auctions - PC Games - Walkmans - Cars - Bid Now - What is Auctions?
News - Finance - Sport - Weather - People Search - Access - Business Finder - Shopping - Auctions - Property - Jobs - Cars - Free Email: UK & IE - My Yahoo! - Calendar - Address Book - Messenger - Chat - more
Arts & Humanities
Literature, Photography...
Business & Economy
Companies, Investments, Taxes...
News & Media
Full Coverage, N
Recreation & Sports
Sport, Outdoors,

YAHOO
www.yahoo.co.uk

Thi is basically the Yellow Pages for the Net and it does exactly what it says on the tin – up to a point. If it's official, it's probably listed here. If it ain't then the search engine is infuriatingly undiscriminating.

THE DREAMCAST DOORSTEP CHALLENGE

BOYS VS THE GIRLS

△ **"Can we be the new Bond girls. Please?"**

Can Dreamcast act as the social gel to hold together a house of Tomb Raiding boys and non-gaming girls? And will they agree to permanently swap their two-man *Tekken*-fests for a more fluffy foursome? **POGGY** investigates…

GIRLS, AS THEY SAY IN THE GAP AD, how about the girls? Traditionally, the gaming world has been the domain of the lad alone in his bedroom, surrounded by pictures of Lara Croft and her implausibly breasted colleagues. Divide a mixed household by sex, and you've often saved yourself the trouble of dividing it between games players and those who hear a series of whistles and bleeps whenever *Metal Gear Solid* strategy is being discussed.

Antipodeans Damian, Maryanne, Sarah and Scott have lived together in north London for almost two years, distinguishing themselves with the neighbours by hosting all-night parties, called Klub Kitchen due to their unusual kitchen-based party habits. The record stands at 27 people at one time.

With that much partying, you'd expect plenty of come-down bonding over *Parappa The Rapper*, but not here. Since buying their PlayStation last year, the battle between the sexes has only intensified.

Maryanne, or the 'Angelic Princess' according to the sign on her cupboard: "PlayStation is a big thing with the boys, but we get sick of it because they're always playing the stupid Lara thing, and we hate her. A lot of the popular PlayStation games are only for one player as well, so we can't all play at the same time."

Quick tip for all *Tomb Raider* haters: top satisfaction can be achieved by simply running her into the nearest pool and watching her drown. No strategy necessary. Comes in several, all-fulfilling angles too.

Sarah agrees with Maryanne, and sees Dreamcast's four-player possibilities as its main selling point. She found the games more accessible than on the PlayStation: "I don't normally play videogames a lot, but I found *Ready 2 Rumble* and *Sonic* easy to pick up".

Scott, however, sees this as more of a flaw: "Sega tend to aim games at a younger market, whereas PlayStation's are grittier."

"Games like *Toy Commander* look great," says Damian, siding with his sex, "but unless you have a huge TV they're difficult to see properly. In the end though, it's not down to the console, it's the games that are on it.

"In order to topple PlayStation, Dreamcast needs to come out with one or two ground-breaking games. Just being the fastest console isn't enough. It's like with *Jurassic Park*. When that came out, everyone was impressed with the look of it and didn't really care about the movie. But now, everyone's looking for more plot. The same's true with games. It's all about gameplay."

Even Dreamcast's potential for online gaming sees the foursome divided. Both Maryanne and Sarah would use it, whereas Scott points out that there's less satisfaction in beating someone if you can't crow over your achievement for days in the living room afterwards. Damian does admit that the console will encourage more people onto the Internet though, "even if all they use it for is jokes and porn".

Ultimately it seems even Dreamcast can't repair the damage caused by years of over-enhanced cleavage and kickboxing in hot pants, although it has at least changed the boundaries from gamers and non-gamers to PlayStation versus Dreamcast…

△ **Scott and Damian get *Ready 2 Rumble* while another mini-rave kicks off in the kitchen.**

PERSONALITY TRAITS

SARAH WARD
AGE: 26
OCCUPATION: bar staff
FAVOURITE PLAYSTATION GAME: *Crash Bandicoot*
FAVOURITE DREAMCAST GAME: *Sega Bass Fishing*
WOULD YOU SWAP YOUR PLAYSTATION FOR A DREAMCAST? Yes

SCOTT ABERCROMBIE
AGE: 28
OCCUPATION: traveller
FAVOURITE PLAYSTATION GAME: *Gran Turismo*
FAVOURITE DREAMCAST GAME: *Ready 2 Rumble Boxing*
WOULD YOU SWAP YOUR PLAYSTATION FOR A DREAMCAST? Maybe

MARYANNE WALTON
AGE: 24
OCCUPATION: PA
FAVOURITE PLAYSTATION GAME: *Abe's Odyssey*
FAVOURITE DREAMCAST GAME: *House Of The Dead 2*
WOULD YOU SWAP YOUR PLAYSTATION FOR A DREAMCAST? Definitely

DAMIAN SLOAN
AGE: 27
OCCUPATION: graphic designer
FAVOURITE PLAYSTATION GAME: *Gran Turismo*
FAVOURITE DREAMCAST GAME: *Incoming*
WOULD YOU SWAP YOUR PLAYSTATION FOR A DREAMCAST? No

Calling all contestants… Have you got a friend who deserves to have us turning up on their doorstep when they least expect it? Someone who slags off your Dreamcast because they 'adore' their PlayStation or N64 so much? Want to really test your friend's resolve? Then drop us a line at letters@dreamcastmag.co.uk with 'Doorstep Challenge' in the subject line, or write to Doorstep Challenge, Official Dreamcast Magazine, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ. To qualify, contestants must have a PlayStation in full working order (it's the first thing we'll be checking when we turn up) and a minimum of five games.

SPEED DEVILS
Dreamcast
RACING SIMULATION monaco grand prix
Dreamcast
BRIDGESTONE
Castrol
BBS
Ubi Soft
WIN A CUSTOM-PAINTED ALSTARE CORONA SCOOTER
SUZUKI ALSTARE Extreme racing

burn rubber.

American arcade racing in true hot-rod spirit

COMING SOON

Cutting edge racing simulation game

COMING SOON

The official racing game of the Suzuki Alstare Team

COMING SOON

live the dream.

RACE STARTS OCT '99

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WATCH THIS!
HOT DVD ACTION

THE WATERBOY
OUT: NOW • CERT: 12 • £15.99

Adam Sandler repeats his winning loser-makes-good formula in this hilarious tale about a nerdy college football team waterboy who, after years of being the butt of the jocks' jokes, loses his temper and knocks out the star player. And before you know it he's in the team and also the hero of the league. Lots of slapstick silliness, wicked visual gags, and brilliant comic characters – in particular Kathy Bates as the over-protective mom, and Henry 'The Fonz' Winkler as the crinkly, burnt out coach. ***CE***

GHOSTBUSTERS
OUT: NOV 15 • CERT: PG • £19.99

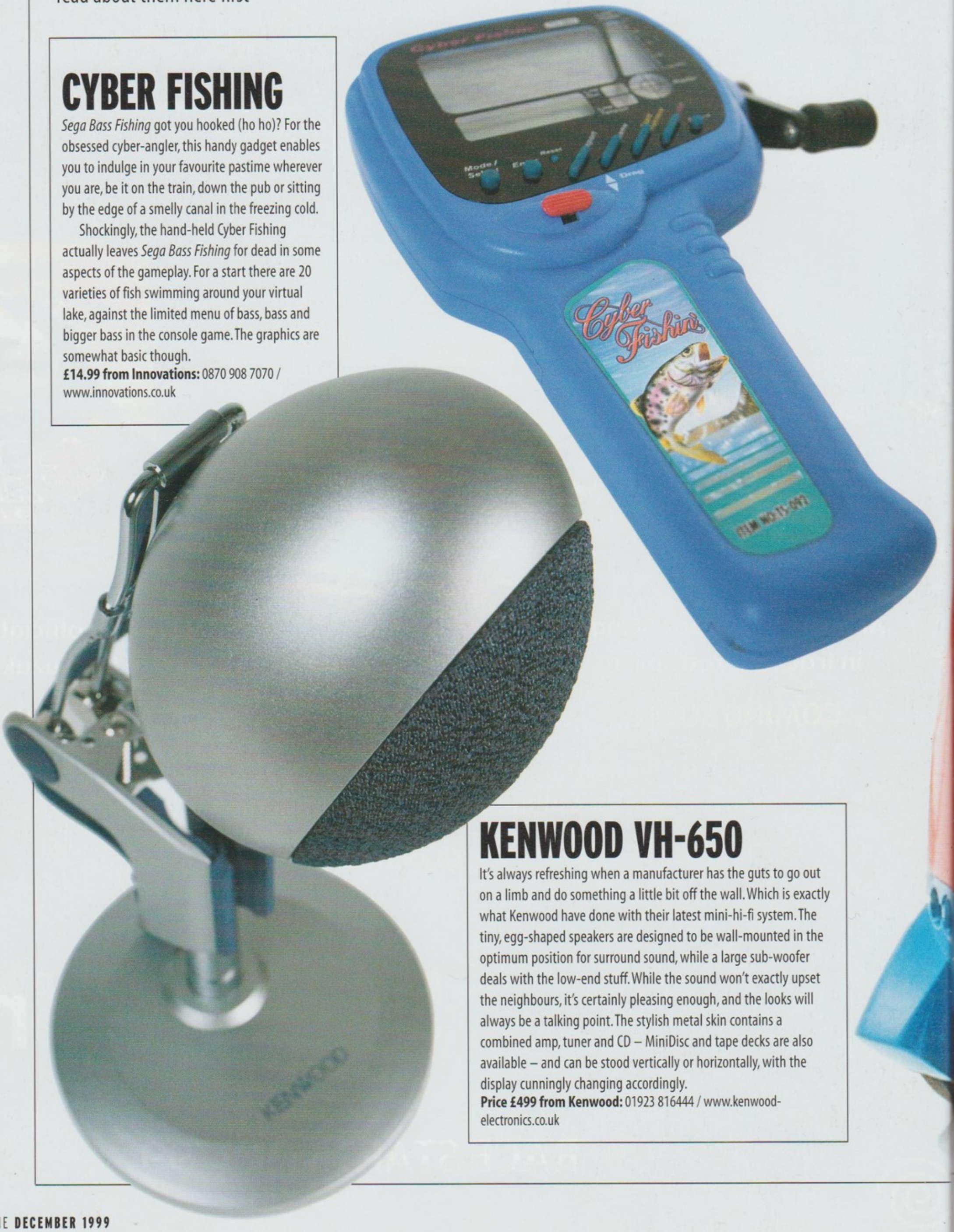
Colombia have pulled out all the stops for this one. Accompanying the film are, among other things: a Scene Cemetery consisting of ten deleted scenes; the original 1984 'Making Of' featurette; a 1999 interview with the visual effects team; a split-screen option showing three scenes juxtaposed against their original storyboards; and a bit in which, using the 'angle' button on your remote, you can toggle between three scenes to see before and after the special effects were added. One day all DVDs will be like this. ***CE***

CRUEL INTENTIONS
OUT: DEC 13 • CERT: 15 • £19.99

Ryan Phillippe and Sarah Michelle Gellar star as bored, over-sexed, filthy-rich step-siblings, who during the school holidays set up the ultimate dare at the expense of dim-witted deb Selma Blair and virginal headmaster's daughter Reese Witherspoon. Which of course back-fires. This smartly scripted, above average film also comes bundled with two featurettes, a deleted scenes bit, two music videos, commentary, filmographies and the obligatory trailers. ***CE***

TOYS FOR BOYS AND GIRLS...

Stay ahead of the game with these futuristic gadgets. And remember: you read about them here first



CYBER FISHING
Sega Bass Fishing got you hooked (ho ho)? For the obsessed cyber-angler, this handy gadget enables you to indulge in your favourite pastime wherever you are, be it on the train, down the pub or sitting by the edge of a smelly canal in the freezing cold.

Shockingly, the hand-held Cyber Fishing actually leaves *Sega Bass Fishing* for dead in some aspects of the gameplay. For a start there are 20 varieties of fish swimming around your virtual lake, against the limited menu of bass, bass and bigger bass in the console game. The graphics are somewhat basic though.

£14.99 from Innovations: 0870 908 7070 / www.innovations.co.uk

KENWOOD VH-650
It's always refreshing when a manufacturer has the guts to go out on a limb and do something a little bit off the wall. Which is exactly what Kenwood have done with their latest mini-hi-fi system. The tiny, egg-shaped speakers are designed to be wall-mounted in the optimum position for surround sound, while a large sub-woofer deals with the low-end stuff. While the sound won't exactly upset the neighbours, it's certainly pleasing enough, and the looks will always be a talking point. The stylish metal skin contains a combined amp, tuner and CD – MiniDisc and tape decks are also available – and can be stood vertically or horizontally, with the display cunningly changing accordingly.

Price £499 from Kenwood: 01923 816444 / www.kenwood-electronics.co.uk

NEC R100

With its friendly egg-shaped body and its inquisitive eyes, NEC's robotic home companion is, the company hope, a domestic appliance with character that will talk to you, take video email messages and come looking for you to make sure that you receive them. The useful fella will even obligingly change channels on the TV, switch on lights or adjust the volume on the hi-fi with a simple voice command, so there's no need to go scrabbling around the nether regions of the sofa for the remote. For those lacking a younger sibling/child/spouse to boss about and do all the menial tasks around the house, this could well be the way forward.
£TBA. Prototype. From NEC in the future

SYMBOL TECHNOLOGIES CS2000 HAND-HELD SCANNER

Shopping lists: even if you remember to take them with you to the shop, you're often left stranded by your own attempts at shorthand (Is bf tms . . . - eh?!) or forget the one thing you actually went for. For the gizmo-obsessed foodie, the answer has arrived with this natty looking barcode scanner. Simply go through your food cupboards and fridge, scanning the things you're running low on, and download the list online to the technology-enlightened shop of your choice. Then sit and twiddle your thumbs while they sort out your order and deliver it to your door. Sweet!
£98 from Symbol: 0118 945 7000

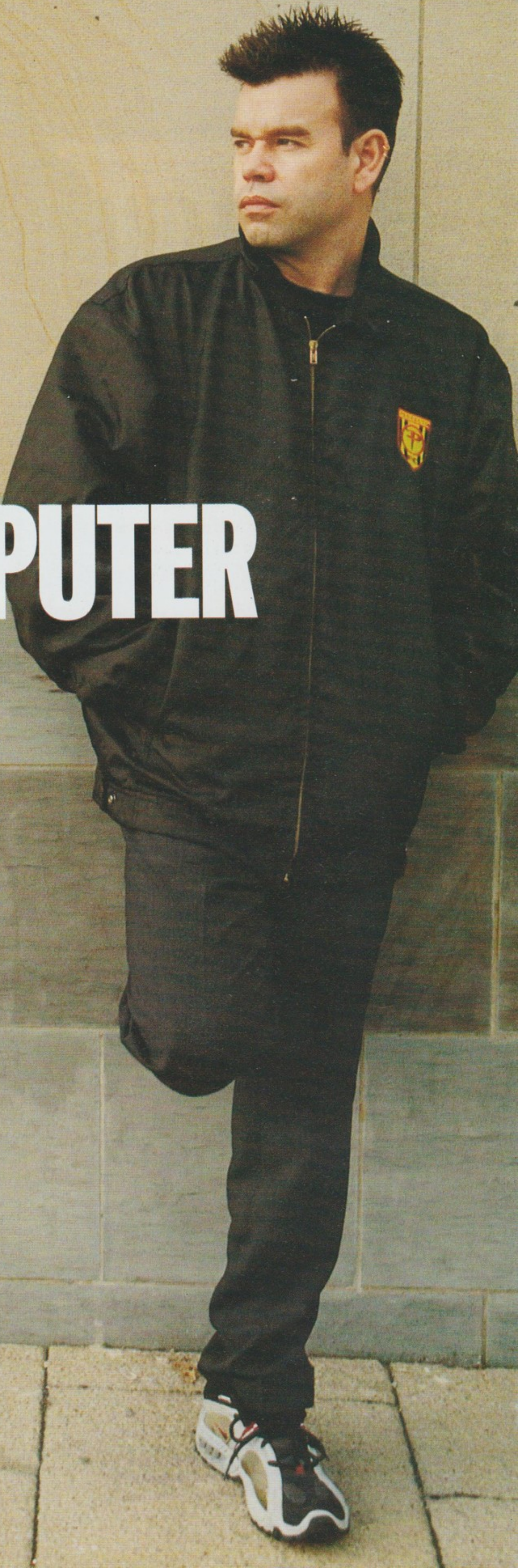
PHOTOGRAPHY: **LUMLEY**

ALIEN EMBRYO

A recent clearout of the underground bunker that is *ODM*'s headquarters revealed dark secrets . . . There was always a sneaking suspicion that the door marked Restricted Area was hiding something, and now we can reveal the shocking truth that everyone had always feared: in the darkness lurked . . . mops. And a bucket.

Okay, so there was no sealed alien research centre, and the rather disturbing specimen seen here is from those kind people at the Gadget Shop rather than the deepest reaches of space, but you try writing something about a plastic alien floating in cold tea and make it sound alluring!

A very, very strange thing indeed and quietly sinister, this is one specimen that will be the centre of attention whichever shelf it ends up on.
£19.95 from The Gadget Shop:
01482 871001



> "ANYTHING THAT PROVIDES A NEW OUTLET FOR MUSIC IS COOL"

OAKEY COMPUTER

THE WORLD'S NO 1 DJ EXPLAINS HOW DREAMCAST CAN HELP CHANGE THE FACE OF CLUBBING FOREVER

WHEN YOU'RE CREDITED in the *Guinness Book Of World Records* as the most successful person in your field, you know you're doing okay. When that category has been created especially for you, it's time to get seriously smug and sit back and reap the rewards.

But while Paul Oakenfold is officially the world's most successful DJ, no one could accuse him of resting on his laurels. The XX-year-old, who almost single-handedly created the concept of the 'superstar DJ', brought dance music to the indie masses through his pioneering work with U2, Happy Mondays and others. And he's remained one step ahead of the game ever since, eschewing the trappings of superstardom and supporting the grassroots of clubland.

This autumn has seen him back on the road, taking the latest acts from his Perfecto label along to Students' Unions across the country with full backing from Sega. Something of a games fanatic, Paul explained: "I was approached by four major backers and they were big people, but I felt the main sponsor had to sit comfortably with me and with Sega. I thought: 'Yeah, what they're doing is new, it's creative, so let's do it.'"

Oakenfold is particularly excited about the Internet capabilities of Dreamcast, and is well on the way to realising a project to go hand in hand with the increased access to the Net that the console affords. "It's costing a lot of money to set up," he tell us, "but when it is, you'll know that at a set time you'll be able to log on and watch on your TV, through your Dreamcast, me DJ-ing at a Perfecto night. You'll be able to see all that's going on – the crowd, a list of the tracks that I'm playing and so on – and this lets clubbers who, for whatever reason, can't be there feel part of the whole thing."

This, according to Oakenfold, is going to be more important than the actual distribution of music over the Internet. "I think people like having something they can actually hold and look at, with all the sleeve notes and artwork and everything, but it will help the little guy. And anything that provides a new outlet for your music is cool."

Dan Trent

PHOTOGRAPHY: **DAN TRENT**

DREAM GIRL

THE 19-YEAR-OLD MODEL, WHOSE CLEAVAGE IS CURRENTLY GRACING UK CINEMAS AND BILLBOARDS, IS 'HOOKED' ON *SEGA BASS FISHING*

IN THEORY, PLAYING A VIDEOGAME fishing simulator should be about as exciting as, say, listening to darts commentary on the radio. But *Sega Bass Fishing* (*ODM* #1, 7/10), with its supplied fishing rod controller, is actually one of the most innovative and entertaining Dreamcast titles to date.

Nevertheless, few would have expected to see Kate Groombridge spending half the night playing the game at Sega's lavish Dreamcast launch party held back in September.

Kate, you see, is a model. More specifically, she's the current 'Gossard girl', appearing up and down the country on giant billboards and in cinema adverts promoting the Ultrabra Superboost. For the record, and according to press blurb, it's a "new and sexy plunge bra [that] offers the look and attitude of Ultrabra *plus* flattering sweetheart neckline, integral padding & cushioning, and shaped straps for extra comfort". Got that?

Despite the current, er, exposure, Kate claims she's rarely stopped in the streets. "It's only happened twice. I'm not that famous yet," she giggles. This lack of public recognition is presumably a symptom of British reserve… or possibly because the raunchy, minute-long cinema ad barely shows her face.

Kate, who grew-up in picturesque Aldington, near Ashford in Kent, describes herself as an outdoor kind of girl. So what exactly is the attraction of sitting indoors playing *Sega Bass Fishing*? "Well I'm not really one of those kids who's always played computer games," she explains, "but I go fishing a lot".

"I don't go to canals or anything, though," she continues. "I don't want to catch fish all day and put them back. I go trout and salmon fishing mainly. Whatever I catch, I eat".

So is Kate any good at Sega's simulator? "I'm alright. I'm getting better at it," she says. Mind you, when it comes to videogames it sounds like she doesn't get much of a look in at her home in London: "I live with my boyfriend and two other guys, so I don't really stand much of a chance."

Sorry, guys, it sounds like we don't stand a chance either.

Warren Chrismas

"I'M NOT ONE OF THOSE KIDS WHO'S ALWAYS PLAYED COMPUTER GAMES"

mad about life
serious about games

GetBass
Ready 2 Rumble Boxing
Sonic Adventure

get into gameplay

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“I'VE DONE SOME EXPERIMENTS WITH FRUIT AND VEGETABLES”

ONE MAN BAND

ORCHESTRAL MANOEUVRES FROM CHEESY POP. MEET THE MAN BEHIND THE MUSIC AND SOUNDS FOR SOME OF SEGA'S GAMES

“I'VE DONE SOME EXPERIMENTS WITH FRUIT and vegetables and wet spaghetti and things like that,” Richard Jacques tells us, without a hint of embarrassment. But hey, it's part of his job.

For the past five years, Richard has been Sega Europe's in-house sound guy, creating music and effects for titles such as *Daytona CCE*, *WorldWide Soccer '98* and *Sonic 3D*.

His most famous – or rather infamous – work is undoubtedly the cheesy Euro-dance soundtrack for *Sonic R* on the Sega Saturn, commissioned by legendary *Sonic* creator Yuji Naka. Sample lyric: “Can you see/The sun is shining on me/It makes me feel so free/So alive/It makes me want to survive.” In Japan it's available as an audio CD.

The son of two musicians, Warwickshire-born Richard took up the piano at the age of five, trombone at nine, and later percussion, drums and guitar. A music-oriented education, which included a stint at the Royal Academy of Music Junior Department, culminated with a BA Honours degree in the subject. He started at Sega just three days after graduating.

A game fan since the days of the Sinclair Spectrum, the 26-year-old considers himself fortunate to be combining writing music with technology and videogames. “Many of my friends whom I studied with are amazing musicians, but are now either estate agents or air traffic controllers,” he tells us. “So I'm very lucky in that respect”.

Certainly few, if any, of his former classmates will have been given free reign to build their own £250,000 studio, as Richard has done (in a room barely 15ft x 12ft), at Sega's European headquarters. It's here that Richard has spent the last 12 months recording the ambitious, eclectic soundtrack to Bizarre Creations' *Metropolis Street Racer*, due out on Dreamcast next Easter.

“I'll work on most titles for three or four months, but this one has been enormous,” he says. “We're trying to capture the music styles from the three countries in which the game is set. In San Francisco you get a bit of rock music and some R&B, and even some Country & Western. In London you've got some jazz funk and some garage, big beat and drum & bass. In Tokyo you've got everything from techno to English-style pop”.

Richard's next project, confirmed a few days before we met, will be an orchestral score for a secret game due on Dreamcast around Christmas 2000. “It looks like we might be able to do it with a full orchestra,” he tells us, somewhat excitedly.

No cheesy pop vocals, then? Phew.

Warren Chrismas

IMAGE: ADAM HAYES/LUMLEY

LETTERS

Dreamcast and its games are finally on sale and your emails and letters have started flooding in. Here's a look at your initial impressions of Sega's great white hope

FUTURE SUPPORT

There is much talk about the launch of the Sony PlayStation 2 next year, and also the Nintendo Dolphin. Does this mean software writers will stop writing games for Dreamcast, forcing it to crash and burn like the Sega Saturn? Or is there a definite promise that developers are going to continue backing the development of Dreamcast games?

Also, both competitors are releasing DVD units for their consoles. What are Sega's plans to combat this in the future? It would be interesting to find out so I can weigh up whether to wait or take a chance on Dreamcast.

Manish Gosrani, via email

Nobody is going to ditch Dreamcast, because it's such a bloody great machine, and it's so easy to develop for thanks to the Windows CE operating system. Sega have learnt lessons from the Saturn and are determined to stay ahead of the pack. As far as the DVD player goes, Sega have indicated that they will produce their own DVD player for Dreamcast as soon as the technology means they can deliver an affordable piece of kit.

PRINTS CHARMING

All my mates and I can say is F**NG BRILLIANT and keep up the good work. On page 19 of your last issue you show a picture of a VGA box to enable us to plug the machine into a VGA-compatible monitor. Will it be possible to plug in a printer? Everyone at work seems to think it will be possible because Sega have released a keyboard along with all the other bits. If we can surf the Net and send email, then it makes sense to offer the opportunity to get print-outs.**

Simon Angelson, via email

Although the printer hasn't yet been confirmed, we've heard rumours that there will be one – likely to be a USB printer – on the way, though probably not until next year.

ERROR ALERT

I read with great delight in your magazine that you said that Dreamcast comes with a SCART lead. You are wrong. When I bought my Dreamcast I opened the box and found an RF lead, *not* a SCART lead. If you next issue is shrink wrapped, I'll buy your competition.

Malcolm Clark, via email

All our office machines came with SCART leads, which is what lead to the confusion. The machines on sale in the shops all come with RF leads. No big deal – but at least it gave you 'great delight'.

GAMING THOUGHTS

Your comments on the games you've been playing so far

***Power Stone* – looks lovely, bonkers to play, great two-player mode, but you never get a real sense of progression.**

***Ready 2 Rumble* – again it looks great, there is a learning curve, but it is way too easy. I stuck it on Hard straight away, and pretty soon I got my fighter up to 100 per cent in everything but stamina, simply by going for the training and loads of prize fights. Then I went up the divisions to smack Damien Black down in a matter of hours (played 50, won 50). I will get a champ with every boxer to see if anything gets unlocked.**

Rob Franklin, via email

Played *Ready 2 Rumble* for 30 minutes and was then bored with it. An expensive £40-worth of entertainment. My suggested improvements are:

1. Construct your own boxer with spare parts.

2. Have real boxers represented with real strengths and weaknesses – cartoon characters are boring after a few minutes.

3. Have a better points scoring system like real boxing and with a tense wait for a decision.

4 If you must have cartoon characters, then why not Bugs Bunny v Popeye etc, with some humourous dialogue throughout.

David, via email

We want more comments like these, then we'll start a regular page printing your feedback on the games you're playing at the moment. If anyone has anything to add, write to us at the usual address, or send an email using the subject heading 'Reader Reviews' to Letters@dreamcastmag.co.uk.

OUT OF DATE

There are some websites which state that DMA have confirmed a DC port of *Grand Theft Auto 2*. Is there any truth to this? Also, I have a friend who works for Sony Europe and he says they're pissed off with the sign that says 'PlayStation – best before 14/10/99'.

Ian, via email

Well, if you were Sony I'm sure you too would be pissed off that your console is so hideously out of date. We called DMA to find out about *GTA 2* and they told us that it is indeed on its way to Dreamcast – more next month.

NET PROBLEMS

Since I bought my Dreamcast on Thursday I am truly impressed – it is a great machine. But there is one problem – the Internet. It took me three days before I could register. I hope Sega intend to fix this – PC owners don't get these problems.

Gavin Williamson, Kirkcaldy.

We've had a few letters like this one, so we took your comments directly to Sega's UK Marketing Manager, Mark Hartley. He said: "The unprecedented demand for Dreamcast from the very first minute it went on sale surpassed our greatest expectations. Dreamcast is the fastest-selling console ever… by far… selling more than 185,000 units across Europe in the first four days! More owners wanted to get online straight away than we thought, and unfortunately some people were getting a busy signal. Despite this, some 25,000 people registered for Internet use in the first few day and BT registered 1.2 million Internet minutes during the launch weekend. To support this huge demand for online access on Dreamcast, BT and its European partners have dramatically increased both network and port capacities to ensure that all users can have the DreamArena experience immediately. The problem is now sorted and access to DreamArena and the Internet should be seamless. Thanks for your patience!"

SIMPLY BAFFLING

I'm thinking of buying a Dreamcast and I've seen an advert for Simply Games mail order company. Their prices are very cheap, but I've never bought from them before and wondered if they are a legitimate company. I'd hate to be ripped off.

Scott Owers, via email

We don't know where Simply Games are getting their Dreamcasts from, but we've heard reports of delays in people receiving Dreamcasts from Simply. Gem are the official UK distributors for independent stores, and they're selling Dreamcasts for the official price of £199.99. If you want to buy from any mail order company, make sure you confirm that you are buying a UK machine with a modem (not a grey import or early, non-modem consoles). Also, check that you'll get a guarantee. For the ultimate protection, buy with a credit card – that way, if the Dreamcast doesn't turn up, you can claim the money back from your credit card company.

BLINDING!

I went to Virgin Megastore in Oxford Street in time for the 12:01 launch and I must say the crowds that I saw outside Virgin Megastore were much smaller than those I saw in Tokyo and LA. Also, the crowds there were livelier. I got *Sonic Adventure* and *House Of The Dead 2* though and can't wait for *Dead Or Alive 2* and *Shenmue*.

Graeme Phillips, via email

That'll be the British reserve. Next issue we've a feature on *Metropolis Street Racer,* another awesome title. Get down to your newsagent on Thursday 9 December and get your copy.

SHORT BUT SWEET

Send us a short letter and you're more likely to get a response

Just a quick email to say thanks for issue #2 and a great cover disc. Using Dreamcast on the Internet is slow but fun! Ten out of ten to Sega for having the balls to try something like this – it could all fall down, but so what?

Neil Hewitt, via email

Will it be possible for the best games console on earth to run Saturn games, since the Saturn is now dead?

Roland Lowery via email

No. Dreamcast is not compatible with any Saturn games.

Dreamcast is the best console but the rate at which the VM unit fills up annoys me. I have *Sonic*, *Trickstyle* and *Power Stone*, and the memory fills up very quickly. Will Sega offer a VM with more memory?

Phil Belch, via email

Sega have no plans right now to offer VMs with more memory. Get a couple more VMs instead.

Issue #1 of *ODM* has a free demo CD. "Great," I thought, until I looked at the CD and saw it was labelled as Volume 2. Where did Volume 1 go? Was it canned because of the late release of the console and the late release of your first issue?

Stephen Allen, via email

Volume 1 was the demo CD that came with your Dreamcast when you bought it.

The selection of games available with Dreamcast is very poor. There are only nine titles on display in my local Woolworths. Once again the product hasn't lived up to the hype. Where are the Internet-linked games?

David Morgan, Northampton.

There are 18 games on sale at the moment, and I defy you not to enjoy *Ready 2 Rumble* or *Power Stone*. Dreamcast can log on to the Net already, but multiplayer Internet games won't be coming until next year.

I love you… er, I mean I love your site and your beautiful magazine. It really kicks ass! Your website is just like the magazine – informative and suits the Sega image. Well done!

Lee Allott, via email

Those wanting to check out the site should point their browser at www.dreamcastmag.co.uk.

CONTACT INFO: We want to hear from you. Address your letters to: Mailbox, *ODM*, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ. Alternatively, email us at letters@dreamcastmag.co.uk. And if that's not good enough for you, why not contribute to our regular online chat forum – simply point your Web browser at www.dreamcastmag.co.uk (or click on the ODM button on the Dreamcast portal site) and follow the instructions.

WIN £1,700 WORTH OF SEXY BANG & OLUFSEN HI-FI!

GOTTA HAVE SOUL!

You could be the owner of this fantastic Bang & Olufsen hi-fi if you enter our exclusive *Soul Fighter* giveaway!

HAVE YOU GOT SOUL IN YOUR LIFE? We're not talking R Kelly-style soul lite™ here, we're talking the serious stuff: James Brown belting out *Sex Machine*, or Marvin Gaye giving it a bit of *Sexual Healing*, maybe even a bit of *Sitting On The Dock Of The Bay* for those moments of melancholy. If you're going to listen to music of this quality then you'd better make sure you've got a decent hi-fi to play it on. And thanks to those kind people at piggyback interactive, you could have exactly that with this sleek-looking Bang & Olufsen Oevurture. This state-of-the-art machine fixes to the wall and hides behind tinted glass panels that automatically glide open as you reach towards it. The sound, as you would expect from a machine costing £1,700, is out of this world. And we are giving away the system absolutely free!

All very well, you might say, but how does this relate to *Soul Fighter*? Well, this is a game all about soul. In fact the main objective is to rescue the souls of a population possessed by an evil spirit. You can read all about *Soul Fighter* in the review on page 76, but if you want to stand a chance of winning this fantastic prize all you have to do is answer the question below and fill in the form provided. If you miss out on the first prize, for runners-up we also have some exclusive *Soul Fighter* hooded sweatshirts to keep you warm in the impending winter gloom, so get that stamp and send in your entry.

Just answer the following question, complete the coupon and post it (or a photocopy, or a postcard, with all the information requested) to the address shown in the coupon below.

QUESTION: HOW MANY PLAYABLE CHARACTERS ARE THERE IN SOUL FIGHTER?

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"I've got soul in my life, but want to Bang it out on a system worth more than £1,700!"
The number of playable characters in *Soul Fighter* is:

NAME: ....
ADDRESS: ....
....
....
POSTCODE: ....
DAYTIME PHONE NUMBER: ....
EMAIL ADDRESS: ....
JOB TITLE: ....
COMPANY NAME: ....

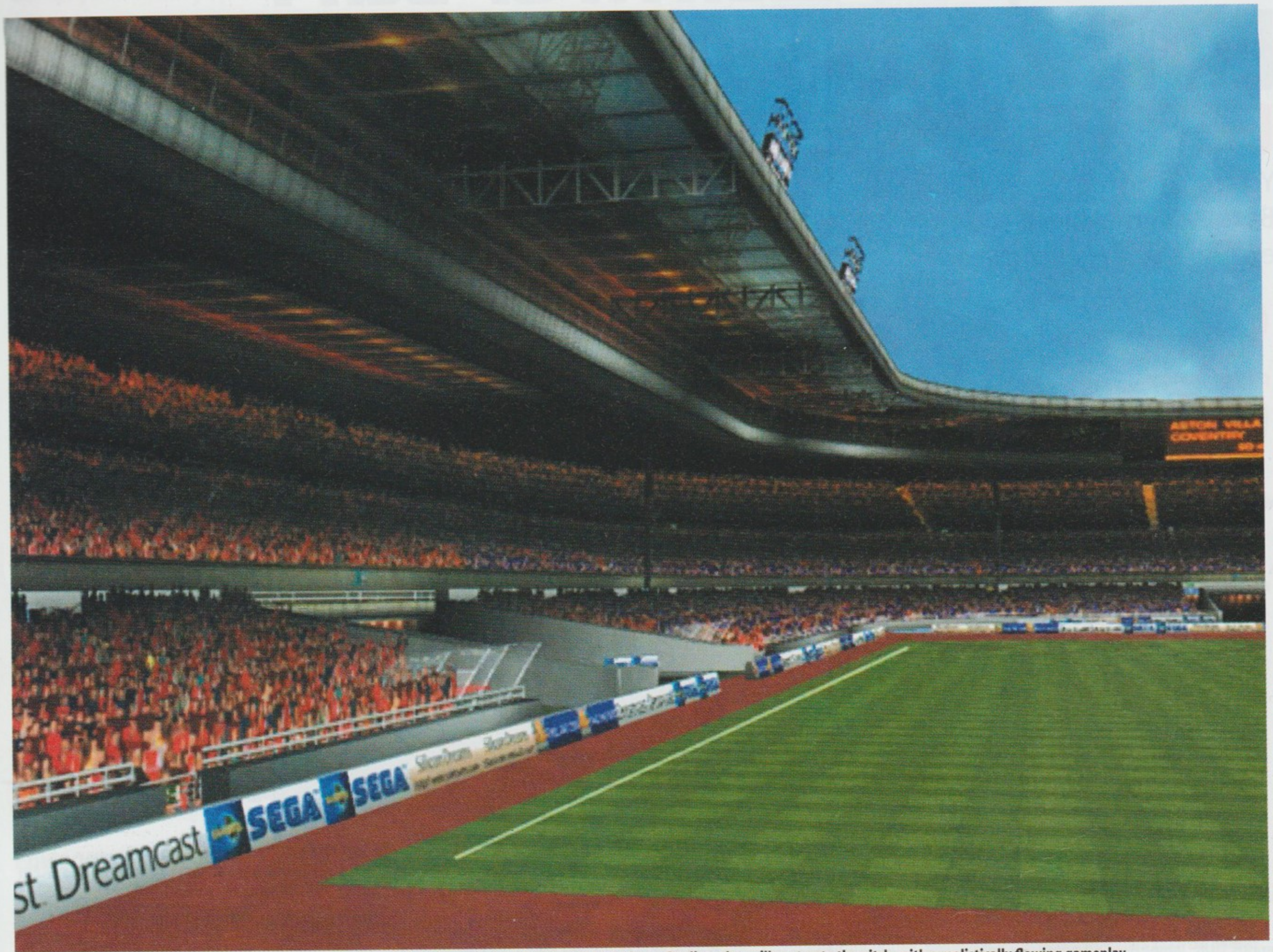
Send your entry to: I've Got Soul, CDC912A, Customer Interface, Bradley Pavilions, Bradley Stoke North, Bristol BS12 0BQ, UK. (Closing date: Friday 10 December).

Please tick if you do not wish to receive details of further special offers or new products from other companies

Tick if under 18 years of age (this information is required so we do not mail inappropriate material to minors).

Tick if you are a subscriber to ODM

Terms and conditions: Only entries with all the questions completed and received before the closing date will be entered into the prize draw. Winners will be notified by post. No cash alternative. Prizes not necessarily as shown. No correspondence will be entered into. The Editor's decision is final. All the other usual competition rules conditions and restrictions (available on request) apply. And all that. Phew!



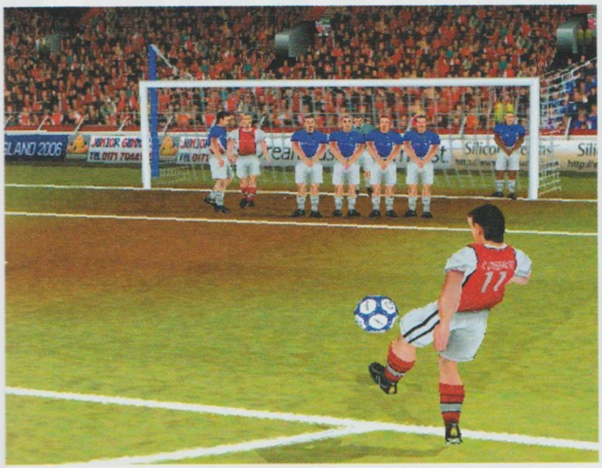
△ **Highly detailed stadiums and realistic crowds are all part of the *Sega Worldwide Soccer 2000* package. Realism also spills out onto the pitch, with a realistically flowing gameplay.**

SEGA WORLDWIDE SOCCER 2000

Hot on the heels of *UEFA Striker* comes the latest instalment of Sega's *Worldwide Soccer* franchise. **DAN TRENT** takes an exclusive look at what's getting ready to emerge from the players' tunnel

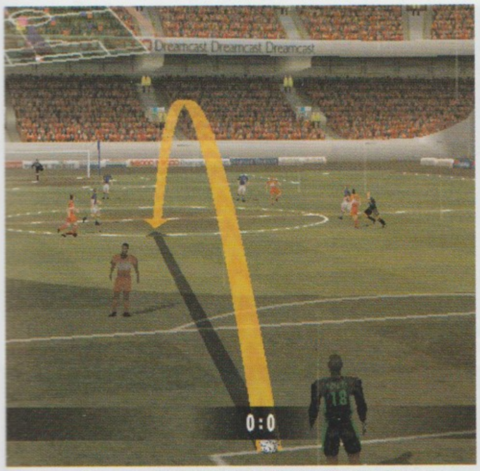
WITH SEGA PUMPING serious amounts of money into sponsoring key European teams like Arsenal, St Etienne and Sampdoria, it comes as no surprise to hear that a Dreamcast version of *Sega Worldwide* Soccer is in the final stages of development and due to land on a console near you before Christmas.

We spoke with Sega's Matt O'Driscoll and Silicon Dreams' Dene Landucci to get the full run down on what we can expect to see when the game is released. It's no secret that it shares many features with *Michael Owen's Worldwide Soccer* although Matt claims that *Worldwide Soccer 2000* will be a little more accessible. "*Michael Owen* is quite a hard game to master whereas *UEFA Striker* is a little easier but we want to fall somewhere in between and appeal to soccer fans and general



△ **The wall didn't seem overly impressed with Overmars' kick ups.**

△ **Bloody Gooners! Now who sponsors them again?**



△ **Controls have been kept easy in order to aid a fast, flowing game.**

△ **Here's one goalie who won't be eating football pie.**

gamers, who might not otherwise play sports games, alike." From the early version we were shown, there certainly seems to be a huge amount of depth to the game with a myriad of options and leagues to keep you busy – something Matt confirms: "It's the best thing, playing against your mates and seeing the look on their faces when you beat them, but we're also making sure that there's loads to do in the single player mode too."

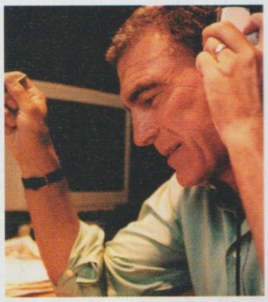
While the power of Dreamcast enables the game to move faster and look smoother than ever, a lot of effort is also going into making sure that the game flows realistically. Subsequently, time has been spent to make sure that there is no slow down when the pitch gets busy and that delays between button and boot are eliminated. The stadiums have been accurately modelled and crowds are more animated and reactive than before, adding to the realism and, in line with recent developments in digital television, replays are more detailed than ever, enabling you re-live that moment of glory. With a large number of easy-to-learn combo passes, volleys and headers at your disposal, it's great to be able to re-live your more spectacular goals frame by frame and with the free-ranging camera.

Much emphasis is being placed on enabling you to play games the way you want to against any team you want to and, with that in mind, any of the teams in the game can be pitched against each other in a custom league option: "There's over two hundred teams in there and you could have your league with say, ▷

△ **"Oh, good shot sir!" Jubilation fills the air.**

CLEVER TREVOR

Former West Ham star and now BBC pundit, Trevor Brooking is one of the voices you'll hear in *Worldwide Soccer 2000*, along with Peter Blackley and James Richardson. We asked Trevor about his involvement in the game



HOW DID YOU GO ABOUT RECORDING THE COMMENTARY?

"Well, one of the main things you have to do is to cover so many possibilities. You speak with the games developers and you're guided by the game and given various options. I just work from the four or five phrases they give me on a particular theme and shuffle them about to make it sound like something that I would normally say. It would sound obvious if I were just reading what they'd given me so I try to make it sound as fresh as possible to complement the graphics and make people feel like they're involved in something real."

DO YOU HAVE ANY STOCK PHRASES THAT YOU ALWAYS END UP USING?

"Everyone has their own turn of phrase or sayings, as I've learned to my cost when I've seen some impressionists in action! It's more the tone in your voice really, but I'm usually positive about attacking play. Most football fans have a certain way of expressing things from the terraces and, while you can't obviously repeat everything they say, what you can do is try to convey those spectators' thoughts in a way that is more, er, acceptable to the TV audience."

IS THERE MORE TO COMMENTATING THAN SIMPLY GETTING THE FACTS ACROSS?

"Of course. I'd like to think that the people playing on the videogames are out there playing for real, so I try and work some sort of advice in there which might come in useful. I might say something like "He knocked that in his stride so he didn't have to break his run." And while you can't be

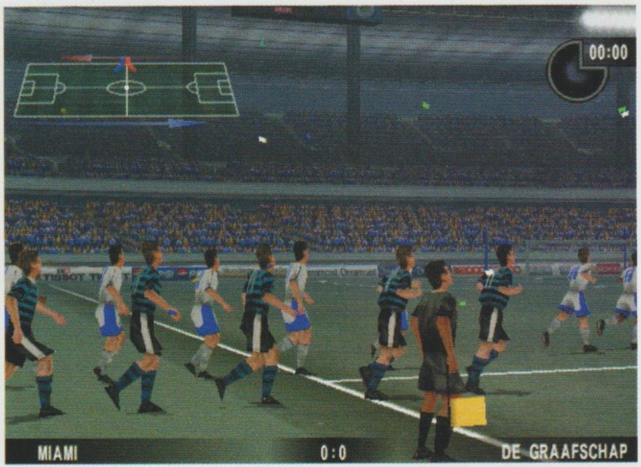
"IT'S A TRIBUTE TO THE GAME THAT SO MANY DEVELOPERS PLAY THE GAME AT LUNCH"

Man U, Juventas, Real Madrid or whoever and obviously that's a nice thing to be able to do." says Matt. Alternatively, you can play in one of many international leagues from all over the globe including Holland, Italy, the USA, Japan and, of course, not forgetting our own Premier League. Add to this features like variable weather conditions that effect the way the game is played, and you have more than enough to keep you entertained through the winter gloom. Dene's description of the structure is simple. "Choose your team, pick your squad, its formation and other game tactics. Then get out there and show them what for. If you lose to start off with, have another go, and another, then another!"

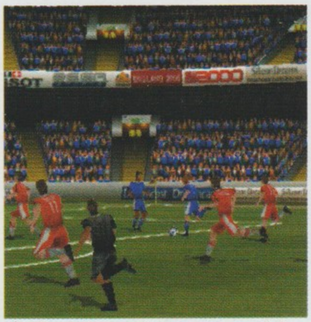
Attention to detail means nothing if the action doesn't drag you in and Dene boldly states that *Worldwide Soccer 2000* has "Gameplay to die for in both single and multiplayer modes! It's a tribute to the game that so many of the development team play it at lunch and outside work because it's so good." Only having played an early development version, it would be inappropriate for us to concur at this stage but the game is certainly very easy to pick up – although the AI of the opposition is extremely good and won't forgive you if you have two left feet. For those in need of it, there is even a practice pitch that enables you to have a kick about and get up to speed. There are plenty of special moves to learn too, as Dene explains: "There's loads of advanced passing; one-twos, chip returns, first time passing, through balls, volleys, overhead kicks and diving headers. All the stuff you'd want and more!"

While *UEFA Striker* emphasises the arcade style of play and could be accused of leaving little to chance in favour of high speed action, *Worldwide Soccer* takes a much more considered approach. Dene again: "Play the game like you would real football. Don't just get it up the field as quick as possible unless you're on a break." Playing the game certainly backs this up, passes don't go straight to the feet of your man and even the least adept of button pushers can mount an effective defence without too much difficulty. The only real concerns that we could uncover were a series of irritating glitches that we are assured will be ironed out in time for the game's release in December. Look out for a full review in next month's issue, out Thursday 9 December.

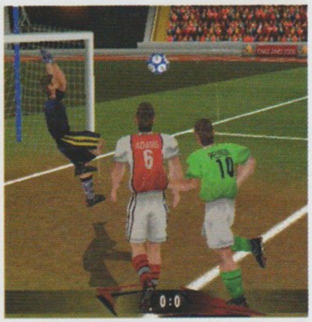
DEVELOPER: **SILICON DREAMS**
PUBLISHER: **SEGA**



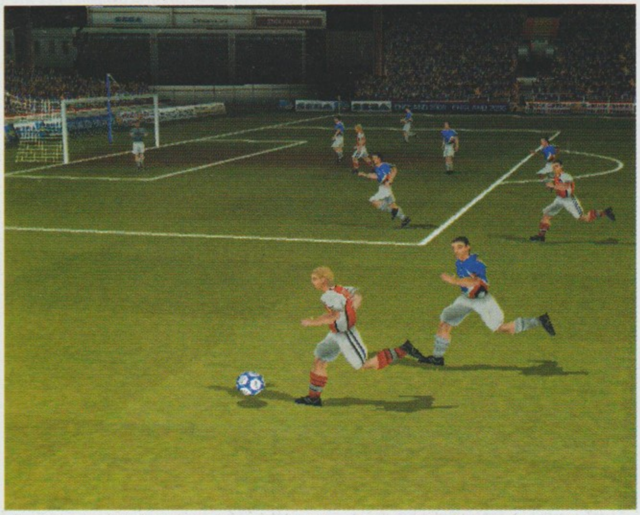
△ The players are all ready and the referee has even brought along a packed lunch.



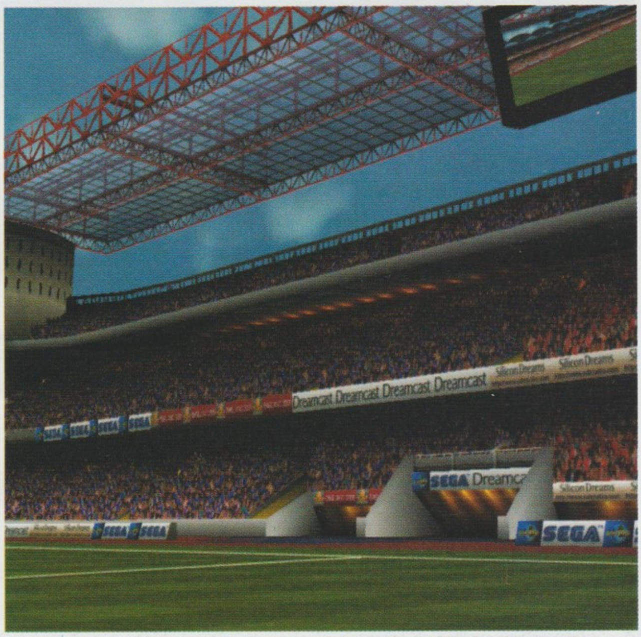
△ Visuals are smooth even when crowded.



△ The goalies are sharp so you must be good.



△ An uncharacteristic Arsenal break down the left, and things are looking good for the Gunners.



△ Blimey, even in Milan a certain console seems to have stolen all the advertising hoardings.

FIGHTING FORCE 2

Core Design are currently adding the final touches to the sequel of their popular beat 'em up. **STUART DREDGE** finds out more

IF YOU WERE ONE OF the people who snapped up the original *Fighting Force* the news that its sequel is coming to Dreamcast will probably have you cheering from the terraces. But if you weren't, there's no need to worry: its sequel, *FF2* looks like it's going to make you sing its praises anyway.

It can loosely be described as an action game, except there are elements of exploration and adventure too. You get to play Hawk Manson, an agent of the State Intelligence Police (SI-COPS) – an organisation incorporating elements of the CIA, FBI and Interpol, although surprisingly the Met weren't invited along. The plot involves a covert mission into the heart of the suitably sinister Nackamichi Corporation.

The game features nine global locations, split into 24 separate stages. As you progress through the levels, you discover new clues and information about the corporation's devilish new technologies. With an involving storyline and plenty of FMV sequences, you might expect the game to be plot-heavy. Not so, says Alex Davis, Dreamcast programmer at Core.

"The plot does tie it together and keep it flowing, but it's not the kind of game where the plot plays a massive part, like *Metal Gear Solid*. It's more a case of keeping it on the rails."

Nevertheless, *FF2* is shaping up to have a distinctly cerebral bent, with many more strategic elements than its rather brainless predecessor. You can't just blast your way through the game – stealth is often as important as pure balls-out firepower. If you're looking for an idea of how it'll play, think of *Goldeneye* on Nintendo 64 – "a definite influence," according to Davis.

"It's something I had in mind when we started doing *FF2*, mainly in the mission-based stuff," he says. "There's also elements of the original *Fighting Force* in there, especially with the way that you can smash everything to pieces. You can destroy absolutely everything in the new game."

Sounds like a good stress-reliever to us, but who's going to be trying to stop you from indulging your destructive side? The Nackamichi Corp minions that's who! Players should find out fairly quickly that they will present a significant challenge, as they're certainly not yer average cannon fodder.

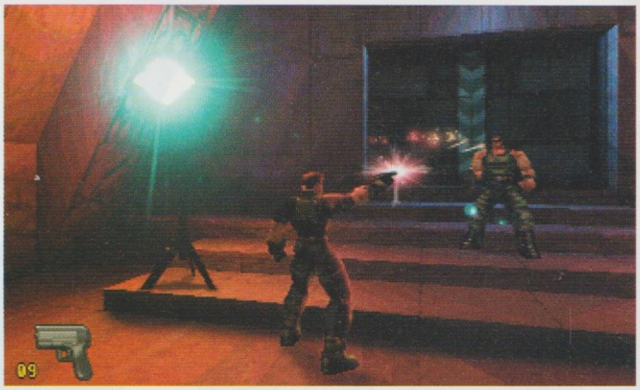
"You can see in the way that the enemies behave that they're a lot more natural," claims Davis. "They follow you around, they hide and take cover, and they react to the way you fight. Depending on what you do, they'll change their fighting style. They're basically a lot cleverer than they were before."

Davis has been working on *FF2* for just over a year now, moving across from the N64 version when it was dumped in favour of Dreamcast. Developing for Sega's console has been "great", says Davis, and the Dreamcast version is squeezing every last bit of oomph out of the machine's considerable processing power. PlayStation owners might be getting the game a few weeks before us, but just take a look at the bonuses offered with the Dreamcast version:

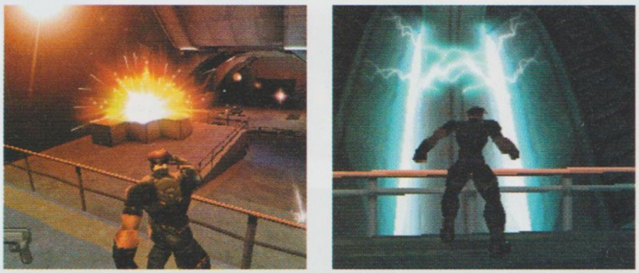
"The most immediate difference between the two versions is cosmetic," says Davis. "We've doubled the resolution on all the textures, so everything's much cleaner and crisper. On the gameplay side, it'll be able to handle more enemies on screen at once."

By the time you read this, the game will be practically complete, hopefully in time to hit the shops for a pre-Christmas release. If it lives up to expectations, it'll be one of Dreamcast's most entertaining titles – perfect for keeping you away from the family's Yuletide celebrations this year. Let's just hope it doesn't turn out to be a Christmas turkey.

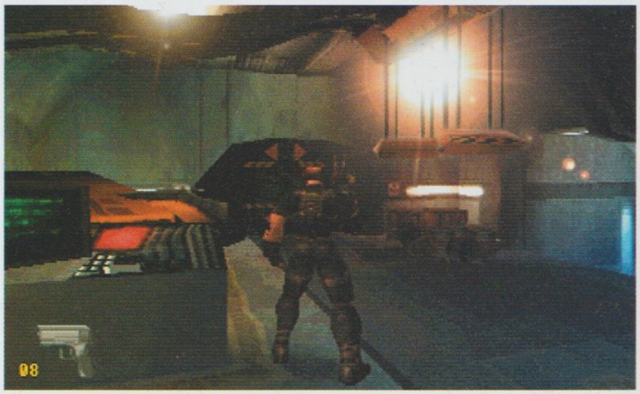
DEVELOPER: **CORE DESIGN**
PUBLISHER: **EIDOS**



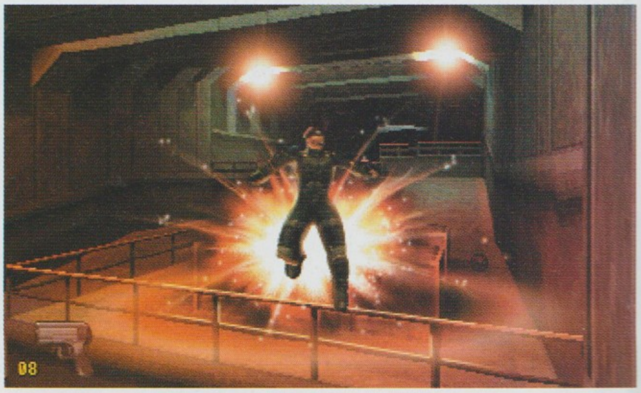
△ **Taking out the opposition needs more skill in *FF2*, as your enemies fight tactically.**



△ **Enormous explosions and spooky lightning – the staple diet of any decent action adventure.**



△ **Explore your surroundings and interact with the scenery in order to achieve your goal.**



△ **Never let your guard down – there's always a fiendish trap waiting to blow you sky-high.**

FURBALLS

With the eagerly awaited *Furballs* nearing the end of its development, **DAN TRENT** paid a visit to Bizarre Creations to get the full picture

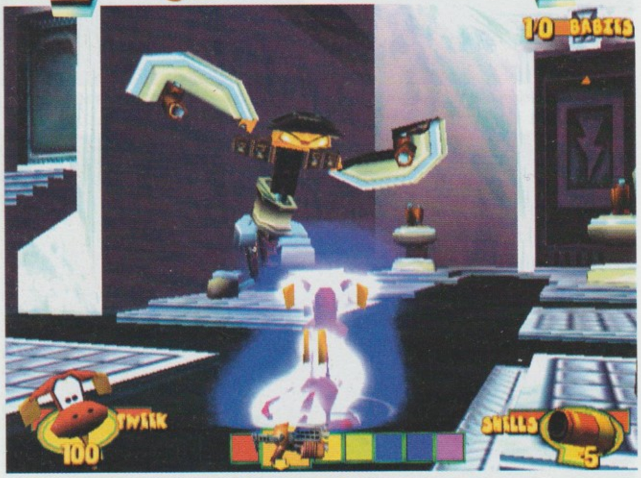
IF YOU'RE GOING TO CALL yourself Bizarre Creations, you'd better back up the name with a suitably off-the-wall portfolio of games. While the PlayStation *Formula 1* games (for which they are best known) hardly register on the wackiness scale, the fact that *Furballs* is derived from a concept known as 'Two Lesbians in a Jeep' probably tells you all you need to know about the mind-set of the people behind one of Dreamcast's most eagerly awaited games.

After raiding Bizarre Creations' huge sweetie cabinet, we sat down with project leader and senior producer Nick Wiswell and Business Director Sarah Dickson to find out just what *Furballs* is all about. "It's the world's fluffiest action game," explains Nick. "It's kind of a third-person, action adventure, puzzle solving shoot 'em up involving cute, fluffy creatures, and a large selection of weapons." Right.

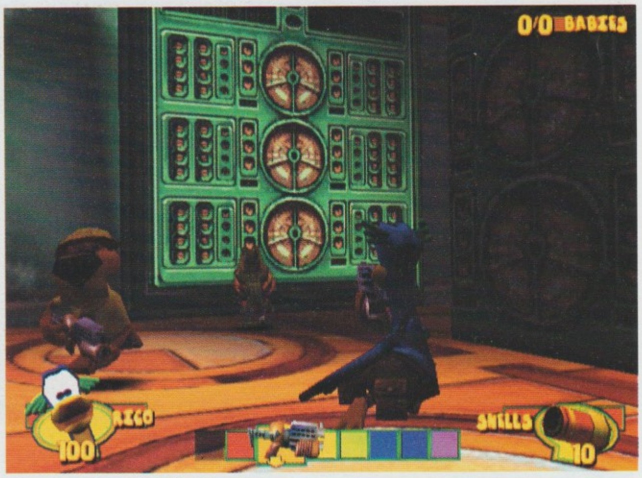
In an effort to clear up the confusion, Nick continued: "The Furballs were a crack commando unit who fought a war against the evil general Viggo, a large white cat with a thing about taking over the world. Having been defeated and banished, he's now back for another crack at global domination. He knows the Furballs will try to stop him, so he's kidnapped their families. The game follows the Furballs' attempts to kick Viggo's ass and rescue their families."

This may sound like kids' stuff, but Sarah and Nick quickly point out that *Furballs* is aimed at a wider audience. "Children might not get all the humour," says Sarah. "It crosses boundaries, and we think the game's primary appeal will be to the Dreamcast target audience. Having said that, we have had young kids in playing it and they love it too."

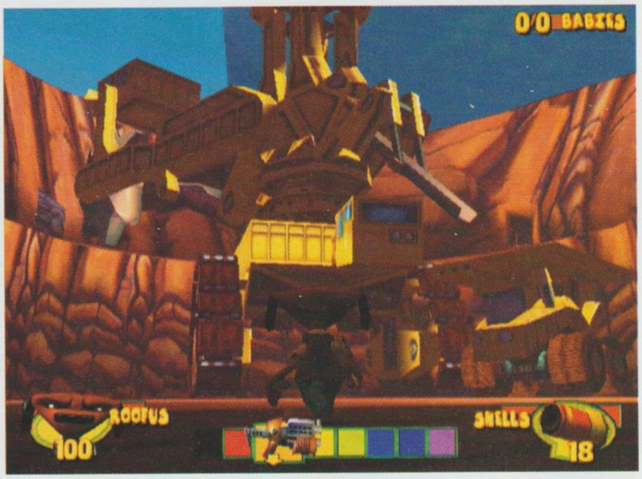
By substituting fluff for blood, they have avoided accusations that the otherwise gratuitous violence might have a harmful effect on impressionable minds, although one squeamish 'marketing person' suggested they might want to tone it down a little. "He asked us if we could change the guns to water pistols," says Nick, "or even have them throwing custard pies instead. Suffice to say we ignored him."



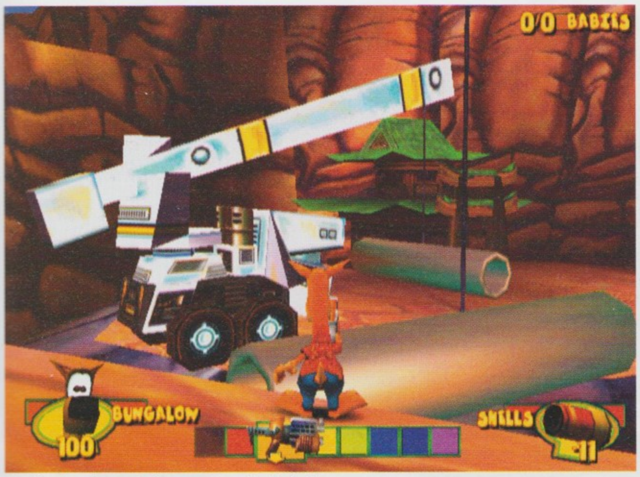
△ Yikes! No idea what that is, but it looks mean and pissed off.



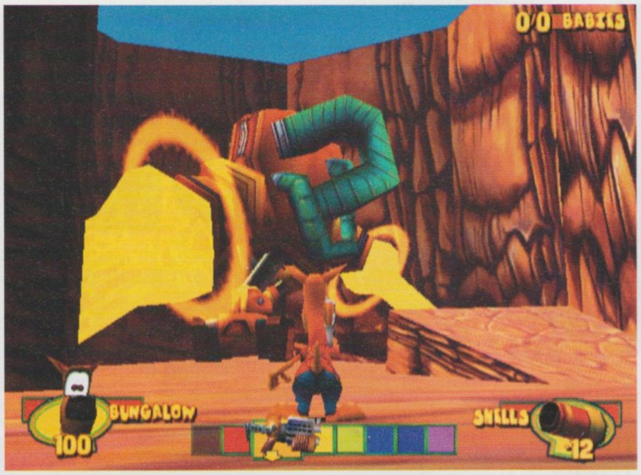
△ Bears make up the bulk of Viggo's army.



△ Vehicles and machinery are a crucial part of the puzzles.



△ Use the pipes and the crane to get to the babies.



△ Avoid the beam, or it's kangaroo steak.

> "ONE OF DREAMCAST'S MOST EAGERLY AWAITED GAMES"

As far as the game itself goes, we were shown levels in various stages of completion, including New Quack City, a New York-themed area with endless bird-related puns, plus a huge dam construction site run by industrious beavers with endless puns on… Well, you can figure it out for yourself, really.

As Sarah says: "It's meant to appeal to the *South Park* audience." Indeed. The game uses a hub-based structure, taking the Furballs' home village as its central location. From here, characters can enter the various levels – 18 at last count, not including multiplayer or bosses. They are all huge, too: "It's taken me over an hour to complete one of the levels and I hadn't got half of the secrets. The scale is such that it takes the designers 20 minutes to navigate their way around their own levels," enthuses Nick.

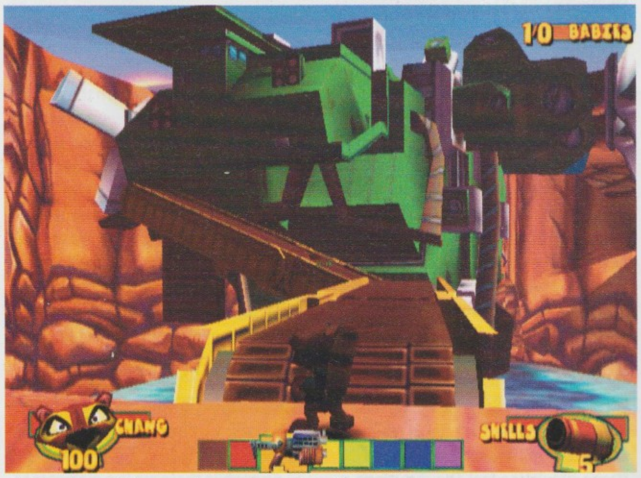
While the main aim of the game is to rescue babies and collect tokens to earn the right to enter the next stage and face the boss, the game will incorporate several other modes of play to bolster replay value. "Time attack is your fastest time around a particular level, while the silver token challenge opens after you've found all 100 tokens within a level. All the tokens turn silver, and you must go back into the level and collect them all as quickly as possible." explains Nick, as he re-stocks on sweets and chocolate.

Suitably re-energised, we had a look at an incomplete version of the multiplayer 'fluff match' which follows the *GoldenEye* mould and is a great feature in its own right. Sadly the goth rock soundtrack, courtesy of The Cult, will not feature in the finished game.

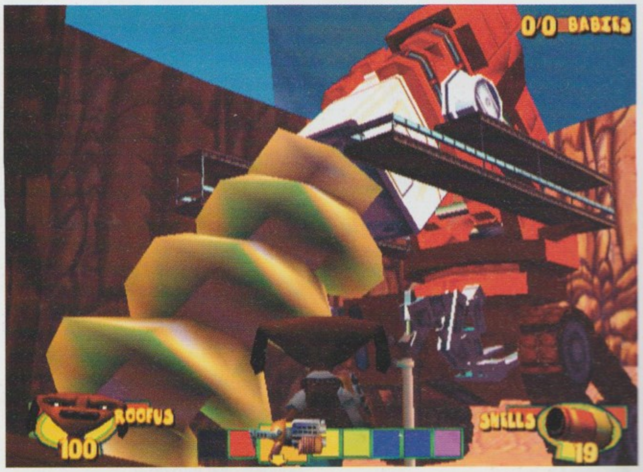
Furballs features six different characters, all with unique skills needed to complete particular sections or puzzles. To enable you to do this, you can change character mid-game by virtue of a teleportation device. Indeed, some sections of the levels will be accessible to only a particular character, a feature that extends to the fluff match. "There might be a grenade launcher hidden at the top of a tree, but only Juliette the cat is able to climb up and reach it," explains Sarah. "If you do get it, you'll have the most powerful gun, but you're totally vulnerable while you're climbing. You have to weigh up the risks to make the most of each character."

Presently, the game is due for release 'around Easter', – a while to wait if your appetite is whetted by this preview. But worry not, we'll keep you up to date with all *Furballs* developments, including exclusive character profiles and a run-down on what you can expect to see as the game gets closer to release. Meanwhile, check out www.furballs.com for all the latest news on *Furballs*.

PUBLISHER: **ACCLAIM**
DEVELOPER: **BIZARRE CREATIONS**



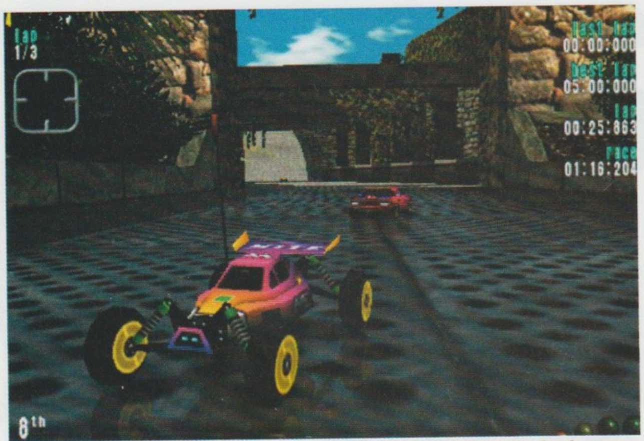
△ Chang's small size means he can squeeze through gaps.



△ The latest Black & Decker was somewhat unwieldy.

RE-VOLT

Little to do with nausea, and everything to do with rebellious electric toys, this takes racing to grass-roots level. **TOM GUISE** puts his nose to the ground to get a better angle on the action



△ The race courses set around the botanical gardens test your skills on a variety of surfaces.

A RACING GAME BASED ON radio-controlled cars seems like a perfect example of someone taking the quest for realism into the realms of the ordinary. Unlike rally driving, wrestling or zombie shooting, it's hardly an experience most people haven't had first-hand. But that's exactly what the makers of *Re-Volt* are counting on: that everyone knows the high-speed zippiness of RC racing, and that everyone has fun doing it. Besides, you'd never see the action from this view unless you had a radio-controlled helicopter in hot pursuit with a video camera attached.

KEEPING IT REAL

Successfully recreating RC racing means making it genuine. If it's fun in reality, why jazz it up? As such *Re-Volt* has a strong simulation feel. The cars range from Tyco-style souped-up saloons to hobbyist skeletal buggies, complete with colourful RC names like Phat Slug and Sprinter XL. They handle like toys, and nothing like proper vehicles – turning tightly, proving light and easy to flip over, and flying for miles when they come off ramps.

To start with it's really hard to control them, and if you're normally used to the 'driver's eye' view in race games, forget it. These battery-powered beasts are meant to be controlled with a clear surrounding view; go inside them and you'll just spin out of control. Besides, you need the extra field of vision to take in the oversized surroundings – just driving under the wheels of a parked car is like racing through an aircraft hangar.

BIG TRACKS

Where *Re-Volt* does take liberties with realism is the courses. Sure, they're all real environments – there's the suburbs, a supermarket, a cruise ship deck and a natural history museum to name a few – but you'd be up on charges of reckless endangerment if you set up these races in them. You can take detours down the sewers, zoom through the shop store room, or race across the museum rafters.

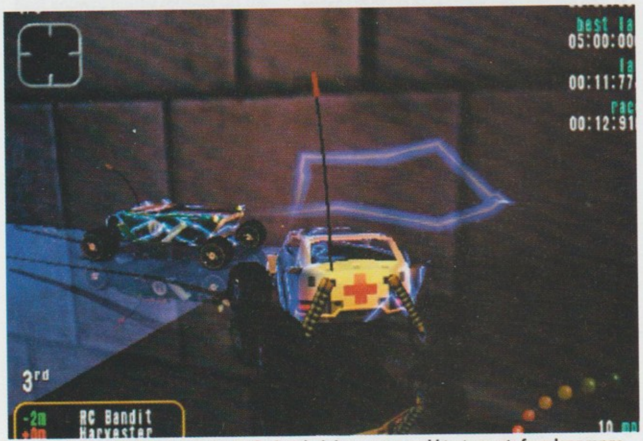
The driving freedom you have is particularly impressive – there's no set route to any course. If you want to take a short cut across someone's lawn, go ahead. Or, when in the supermarket, perhaps the fruit aisle provides an advantage over the cereal section. In the current version, this has proved quite confusing. At times, we've taken short cuts and been driving into oncoming race traffic without the 'wrong way' sign flashing up.

Also, while there are live elements to the courses – a big train in the toy attic, or sprinklers in the garden – there aren't any humans around. It's like everyone's been abducted by body snatchers. A shame, because tripping people up with radio-controlled cars surely has to be one of the hobby's greatest appeals.

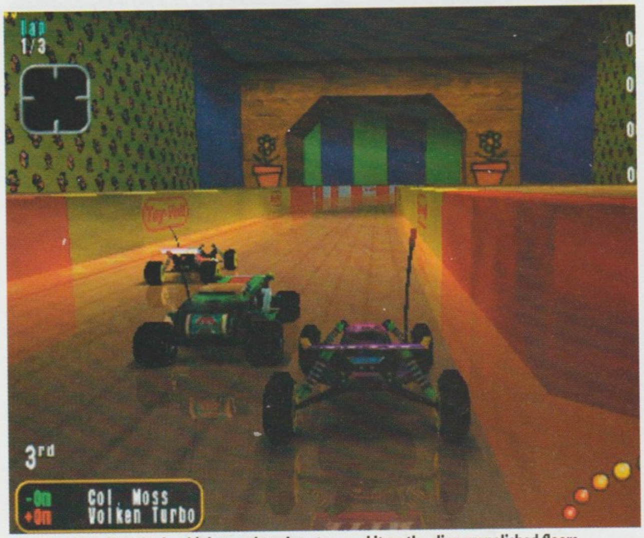
FLASHING LIGHTS AND SOUND FX!

We've all wanted those deluxe radio-controlled cars that fire rockets or flash lasers, but the gimmickry sported by *Re-Volt*'s goes some way further. By collecting lightning bolts dotted around the courses, you can arm your car *Super Mario Kart*-style. There are rockets, fiery superchargers or electrical short-circuiters. The effects are pretty impressive, with crackling lightning and firework explosions sending the little buggies near into orbit.

There's also the chance to use the



△ If only real-life RC cars could launch electrical charges, we could torture cats from long range.



△ The kids' playroom has high-speed tracks set around it on the slippery polished floors.

terrain to your advantage. Huge bowling balls (at least that's what they look like) can be nudged into strategic positions, oil slicks throw you into uncontrollable spins, and skateboard ramps send you flying. You have to be careful though, because the cars are extremely light. Land slightly off angle and you can find yourself racing along the vertical kerb edge on two wheels. Which all looks very impressive until you flip over on to your roof.

HOME-COOKED COURSES

One potentially smart feature still to be finished is the Track Editor, enabling you to make your own dazzling *Re-Volt* tracks. Using a 3D grid, you just clip your track sections together Scalectrix-style. There's an impressive range of different parts to build with, from humps and dips, to bridges and accelerator strips. And you can angle the terrain to set up hills or just death-defying jumps. Sounds simple enough, but at the moment it's quite difficult to see what's going on, with big sections of track flashing away as you move them around. *Re-Volt's* developers are going to have to make this mode really user-friendly if it's going to prove popular. Done well, it could end up as one of the game's main selling points.

FINE-TUNING

Re-Volt promises loads of extra features for the final version. There will be a total of 28 cars to collect, plus bronze, silver and gold championships to conquer. There's also a range of multiplayer modes, from races and time trials, to a far more inventive Battle Tag game. You must grab a star hidden on the level, and keep it until the time runs out. While it's in your possession, you're magnetically drawn towards the other players. There are also variations of each track to unlock, although these don't sound especially inspiring – enabling you to play them the wrong way round and back-to-front is really only to be expected these days.

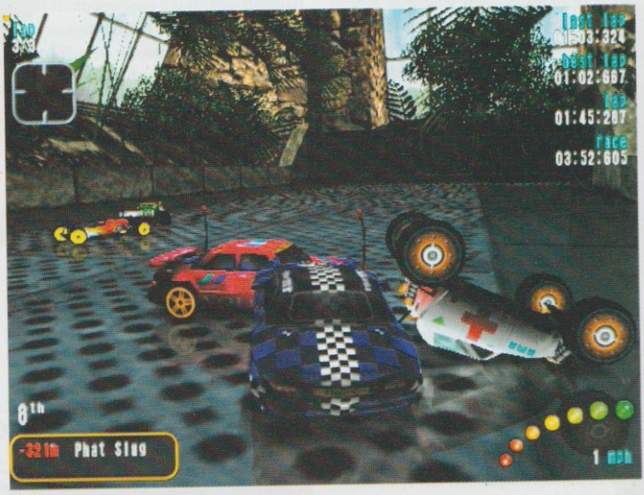
Compared to other Dreamcast titles, *Re-Volt* looks visually quite simplistic at the moment. Some stages, like the supermarket, are a little too angular and undetailed. Others though, like the museum, have impressively reflective floors and neat lighting as you weave under the shadowy displays. Clearly there's still some work to be done to boost the look of some of the levels.

The recently released PC CD-ROM version has received a lot of praise for both its looks and gameplay, and the Dreamcast version should match that at the very least. So, fingers crossed, *Re-Volt* could recapture the scale and sensation of radio-controlled car races with incredible realism. If so, this could be a brilliantly addictive and extremely manic racer.

We'll have a full review in the next issue of *Official Dreamcast Magazine*, on sale Thursday 9 December.

DEVELOPER: **ACCLAIM**
PUBLISHER: **ACCLAIM**

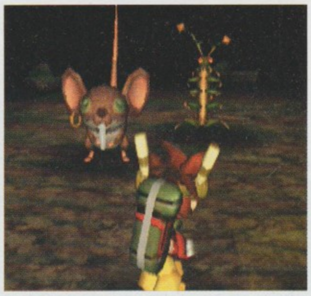
"THIS COULD BE A BRILLIANTLY ADDICTIVE AND EXTREMELY MANIC RACER"



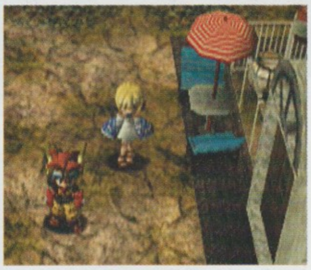
△ **"Nooooo! The bloody servo's stuck again!" How many times have you watched a radio-controlled car accelerating away from its screaming owner?**

EVOLUTION

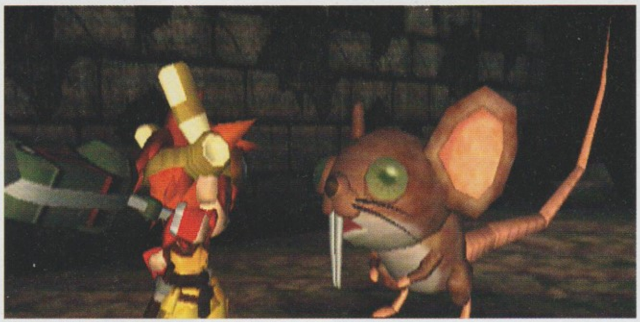
The first RPG to get a Dreamcast release over here looks to be a corker. **STUART DREDGE** finds out whether Darwinner takes it all



△ You face a variety of enemies.



△ Explore the local town.



△ See the fear on your enemies' faces close-up as you attack.

THERE WAS A TIME when role-playing games (RPGs) were seen as a pastime for nerds. Not just any nerds, mind you. RPG enthusiasts came lower in the geek hierarchy than pigeon fanciers, trainspotters and even Douglas Adams fans. And computer role-players were the worst of the lot.

Thankfully things have changed since then, with a new breed of console RPGs that have appealed to the mass market. *Evolution*, developed by Japanese firm Sting, is one of the latest. It's currently being translated for release over here by Ubi Soft, and is on course to be the first Dreamcast RPG release in the UK.

The game's main characters are Mag and Linear, a cutesy boy/girl double act who want to discover the history of their people's evolution by exploring the ruins of an ancient civilisation. You get to control the pair of them plus various friends as they adventure through a series of dungeons.

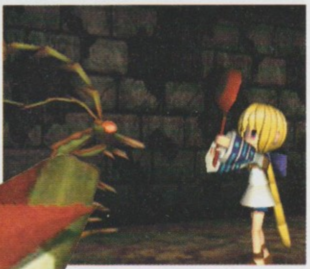
Evolution's gameplay is pretty much what you'd expect from a console RPG. Your party of three wander around the dungeons looking for monsters, with a scrap ensuing when you find them. Combat is turn-based – you choose an action, and then watch your character carry it out. In between dungeons, beautifully presented cut-scenes develop the plot.

As your characters progress through the dungeons, they collect experience points, which enable you to gain levels and learn new magic spells. And the spells are probably the most impressive part of the game. Each has its own animation, and some are quite simply gobsmacking. Well, quite nice, anyway.

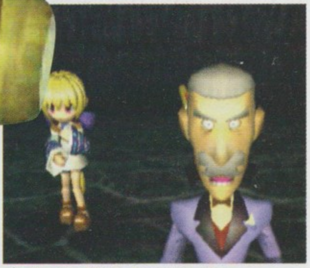
From what we've seen, *Evolution* looks like it won't appeal only to hardcore RPG nuts. Okay, there are hit-points, levels and so on, but it's not stat-heavy at all. Turn-based gameplay may seem an archaic idea at first, but it does work well. The only real criticism at this stage is that some of the cut-scenes are a little over-long – you don't appear to be able to skip the lengthy opening sequence, for example.

That said, the European conversion of *Evolution* looks set to match the success of the Japanese release, as long as the translation is handled well. In the absence of any competition, it's bound to attract RPG fans. However, even if you've spent your life studiously avoiding wizards, elves and pointy swords, this could be one to watch.

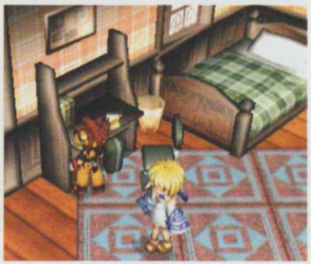
DEVELOPER: **STING**
PUBLISHER: **UBI SOFT**



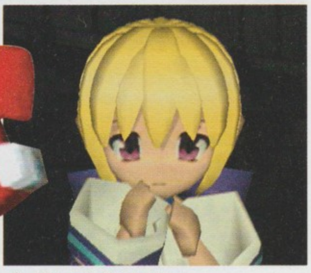
△ Use, er, unconventional weapons.



△ Gre, the faintly demonic butler.



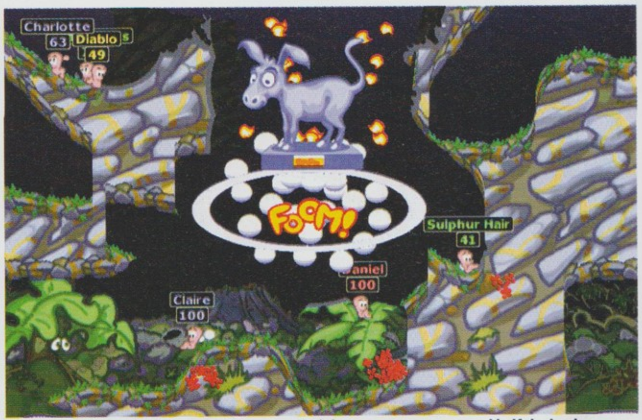
△ Have fun exploring houses.



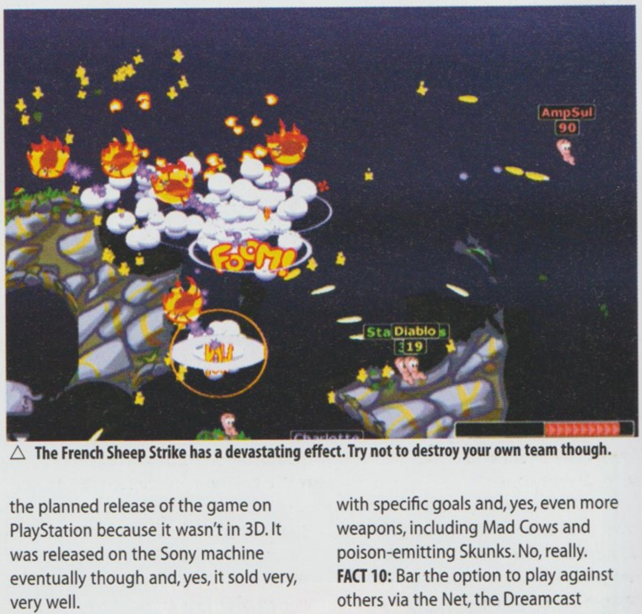
△ Ultra-cute floosie Linear.

WORMS ARMAGEDDON

One of the finest multiplayer games of all time is heading over to Dreamcast. **WARREN CHRISMAS** is tickled pink



△ The Concrete Donkey is an excellent way of wiping out opponents… and half the landscape.



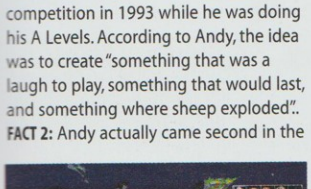
△ The French Sheep Strike has a devastating effect. Try not to destroy your own team though.

SUCH IS THE POPULARITY OF *WORMS*, it's pretty safe to say that if you haven't heard of it, you probably haven't been playing videogames for very long. So, as a precursor to a full review of *Worms Armageddon* next issue, here's everything you need to know about the *Worms* phenomenon.

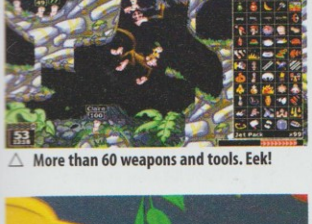
Think you already know everything? Well, one – and only one – of the following facts is a lie. See if you can spot it, eh?

FACT 1: *Worms* was originally designed by Andy Davidson, who submitted a basic version of the game to a magazine competition in 1993 while he was doing his A Levels. According to Andy, the idea was to create "something that was a laugh to play, something that would last, and something where sheep exploded".

FACT 2: Andy actually came second in the competition, but the idea impressed developers Team 17 so much that they signed him up. Andy is still working with the company, and apparently "throwing some ideas together for yet another outlandish game concept".



△ More than 60 weapons and tools. Eek!



△ The Petrol Bomb is useful at close range.

FACT 3: The fundamental idea behind *Worms* was not dissimilar (okay, it was *very* similar) to a vintage turn-based strategy game called *Tank*. The object of the game was to destroy the opposing tank by selecting a trajectory and power rating, and then firing a projectile over a mountain, taking into account varying wind conditions. Significantly, it did not feature any worms.

FACT 4: Aside from adding cute little cartoon characters to the basic concept, *Worms* featured a team element (you attack and defend with a team of four worms), a multiplayer mode for two to four players, a large variety of tools and weapons, and scrolling landscapes. Oh, and a huge dose of humour.

FACT 5: Chester City are one of the best football teams in the country.

FACT 6: *Worms* was a massive success when it was launched on the Commodore Amiga in 1995, and versions have been released on just about every major gaming platform going. It's considered one of the greatest multiplayer games of all time.

FACT 7: Sony of America allegedly vetoed the planned release of the game on PlayStation because it wasn't in 3D. It was released on the Sony machine eventually though and, yes, it sold very, very well.

FACT 8: Developers Team 17 have spent two years looking into the possibility of a 3D version but remain unconvinced that it would work.

FACT 9: *Worms Armageddon* is the third major revision of the game. Worms 2 had larger, better-animated worms and more weapons than the original. It also included the option to use different voice sets, and added network/online support. *Worms Armageddon* added training missions, single-player missions with specific goals and, yes, even more weapons, including Mad Cows and poison-emitting Skunks. No, really.

FACT 10: Bar the option to play against others via the Net, the Dreamcast version of *Worms Armageddon* has all the features and weapons of the PC edition – released to much acclaim earlier this year. "Dreamcast users get the cream console version," says Executive Producer Martyn Brown. "Feature-wise it's practically identical [to the PC edition], which, based on the reviews and awards it's received, is no bad thing".

FACT 11: Sadly, *Worms Armageddon* will be the last game in the series. "We think we've gone as far as we can with it," says Brown.

FACT 12: Brown says Team 17 have "had to drop some of the more politically 'interesting' aspects of the game", so the finished Dreamcast version probably won't include the Indian Nuclear Test. Why? We'll find out next month.

"FEATURE-WISE IT'S PRACTICALLY IDENTICAL TO THE PC EDITION"

◁ Experiment with different wrestlers to see which one matches your fighting style.

FASTER, DOGGY! KILL! KILL!

Possibly the most surreal of Dreamcast's early titles is Virgin's *MDK 2*, still a couple of months away from completion. **STEVE OWEN** sat down four *ODM* readers and demanded their opinions

A SIX LIMBED, GUN-TOTING, cigar-chomping pooch; a talking fish; a rubber-gloved scientist… There's something dangerously mind-messing about *MDK 2*, the sequel to a critically acclaimed PC and PlayStation game from 1997. It seems as if it originally stood for Murder Death Kill, but the introduction of a number of 3D puzzle elements has banished the full name to the great title dustbin in the sky.

Instead you now control one of three friends: Kurt from the original game is the subtle assassin, equipped with a sniper rifle; Max is the generously limbed dog, a gun-toting action hero in the Schwarzenegger mould; Dr Hawkins is the Marigold-wearing professor, a man who combines the large number of items scattered around his maps to solve problems. Thus *MDK* becomes a TLA for Max, Doc and Kurt. Handy.

But will our four guinea pigs come to terms with this most bizarre of action adventures? Will its roving, controllable camera prove too much for their fingers, or the puzzles too much for their combined reasoning? Um… let's see.

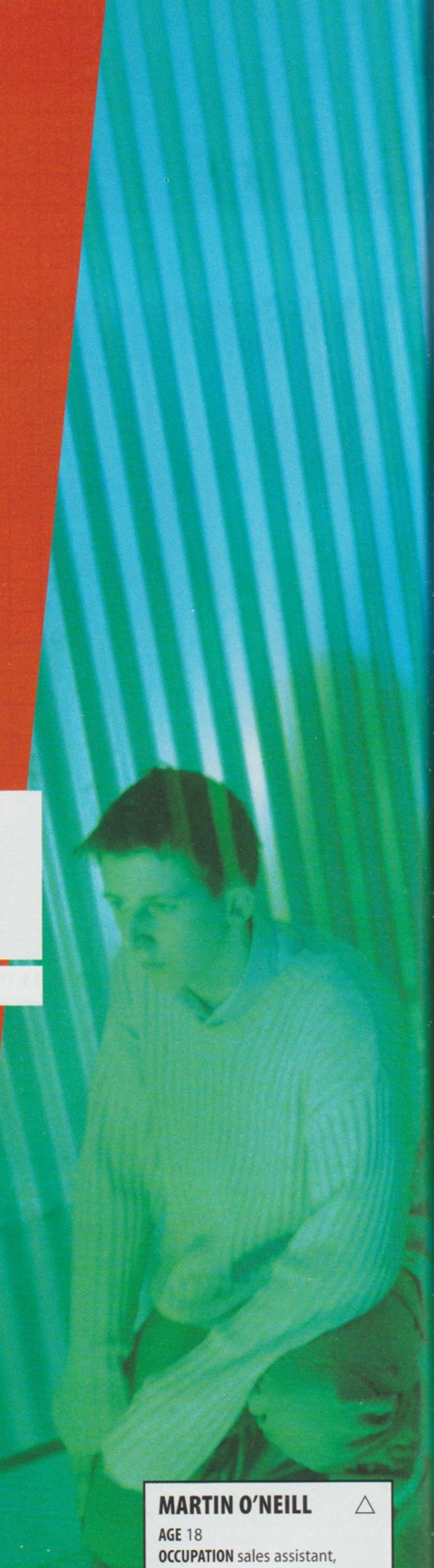
GO FIGURE

We don't like to make this task too easy for our visiting previewers, which is why we sat down Tom, Tomer, Martin and Omid in front of *MDK 2* without any preamble, or even teaching them the controls.

It's not the easiest game to understand at first. Not only is the whole experience somewhat surreal, but the control system is bizarre too. The analog stick is used to control the camera view, while the four buttons A, B, X and Y are used for running. The triggers and the digital direction pad have different uses for each of the three characters in the game.

Omid is clearly refusing to be too generous, too early: "They could have worked out an easier control system. The trigger buttons could be used to change your view, and the analog stick used for moving. As it is you end up running and then accidentally staring at the floor or the ceiling."

But Martin disagrees, and we ply everyone with more coffee in the hope of creating a real argument. "I think the trigger buttons do make sense, says Martin, "because you use them to fire



MARTIN O'NEILL △

AGE 18
OCCUPATION sales assistant, Dixons
FAVOURITE GAME OF ALL TIME "*Gran Turismo*. It's more than just a racing game."
MOST LOOKING FORWARD TO "*Metropolis Street Racer*. It looks much better than anything in the arcades."

OMID SCOBIE

AGE 19
OCCUPATION student
FAVOURITE GAME OF ALL TIME "*Soul Calibur*. It was perfect from the moment I first switched it on."
MOST LOOKING FORWARD TO "*Shenmue*, of course. Who isn't?"

TOMER ZEIGERMAN

AGE 22
OCCUPATION security airline worker
FAVOURITE GAME OF ALL TIME "*GoldenEye 007*. I have never looked back."
MOST LOOKING FORWARD TO "*Shenmue*, or perhaps *Metropolis Street Racer* in the short term."

TOM SHARPE

AGE 31
OCCUPATION graphic designer
FAVOURITE GAME OF ALL TIME "*Resident Evil 2*, it got me back into video games. It's just so well-designed."
MOST LOOKING FORWARD TO "*Crazy Taxi*. It's just a great laugh. And got me back into the arcades."

PHOTOGRAPHY: LUMLEY

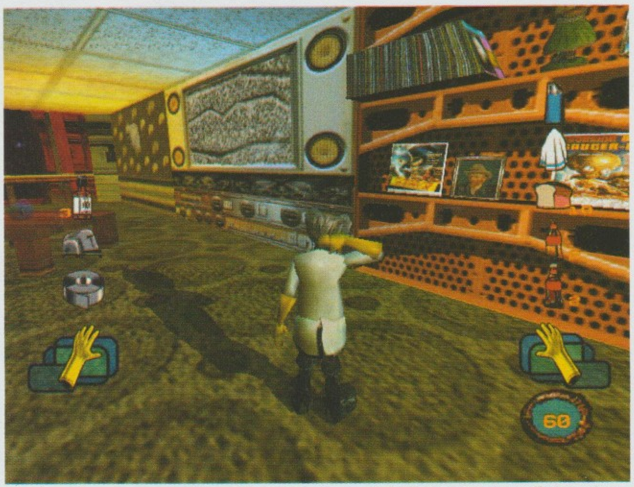
guns in every other game. If they were changing the view, people would say the opposite: 'Why can't I shoot with the triggers?' It's just a matter of getting used to it."

Certainly our collective experiences remind us of when we first played *Quake* on PC. You use the mouse to control the camera in the same way as the analogue stick, and you only find yourself running and staring at the floor for the first couple of hours.

"Perhaps you should be able to customise it," suggests Tomer, "decide which buttons do what." Aha, forever the diplomat.

"In the short time we had, it's difficult to tell how quickly you could really come to terms with the control system," reckons Tom.

Martin reckons it's "one of those games that you have to play and play to the end. Perhaps over a wet weekend. You couldn't just pick it up and play."



△ **The professor can scratch his head as much as he wants, but he's never going to find any clues hidden in the record collection.**

BARMY TRINITY

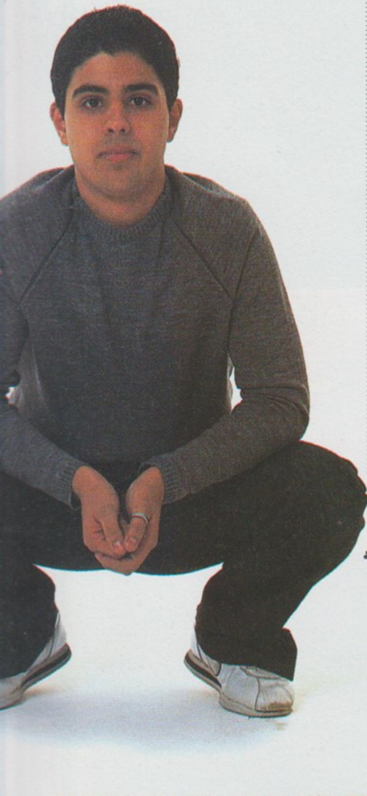
The game starts with a sort of tutorial level, with you playing the catsuited assassin, Kurt. After about nine map sections, the second level puts you in the fur of the six-limbed pooch Max, while the third level gives you control of Dr Hawkins. This rotation continues throughout the game, with each character employing different styles and methods of play to survive and succeed: Kurt uses a fantastic sniper rifle to take out monsters before they've even spotted him; Max's extra 'hands' hold up to four weapons at once for an all-out shooting spree; while the Doc has a more cerebral experience, using objects at his disposal to make it through the game.

"I like the dog. He was the most straightforward. And I like the sniper, but the prof seems silly." Hmm, maybe Tomer isn't a fence-sitter after all.

I like the professor the most," says Tom, opening up the discussion, "largely because most of the scenery we saw had that '50s look to it. It made a change from the more *Alien/Batman* scenery that pervades throughout."

Martin adds to the love it or hate debate: "I don't think the professor should be part of the game. His control system is just too awkward."

Omid would have preferred it if you could have chosen your character for the whole game. Then, he says, "you could play it through three times, with perhaps three different endings or stories. So even though you're in the same level when you play through again, there can be areas of the level that you can only reach with one particular character. That way, you find new things or new ways of solving the puzzle each time you play it. As it is, you can be playing through the game, and then get stuck on one level because you're no good at controlling that particular character."



"THEY COULD HAVE WORKED OUT AN EASIER CONTROL SYSTEM"

– OMID

GOOD LOOKING

No one could deny that *MDK 2* is a beautifully designed game, though. The visual style is unlike anything else we've seen on the console, and a far cry from brightly lit Japanese locations.

"It definitely has good graphics," confirms Tomer.

Tom agrees, insisting that "some of the best bits had quite a filmic quality – lots of big open spaces and transparency effects".

"It would definitely look nice in a shop window," says Martin. "It really shows off what Dreamcast can do."

"But it's one of those games where you've got to like the visual style," continues Tom. "If you don't then you won't even be attracted to it in the first place. But I liked the comic style screens between each level. I think I would have preferred it if they had used that style throughout the game."

"Yes, even just the icons, if not the backgrounds," agrees Tomer. "It's a really nice style. Like Dr Hawkins and Max – they are both very cartoony, while Kurt seems very traditional."

Tom's suggestion for the look is 'Geiger-esque', adding praise for the sound effects and music, "particularly the 'boinging' sound when a goldfish leapt out of his bowl."

We take a look at Kurt's sniper rifle again, where you get to zoom into the furthest monster, almost until his eyes fill the screen.

Tom isn't blown away: "I didn't like the sniper rifle effect too much," he says, on a roll but a little controversial. "The screen was too small. It was just surrounded by too much clutter."

"And the crosshair was really sensitive," insists Omid. "It was a little bit frustrating even at the start, when you're trying to get the hang of the controls but the monsters are leaping around. It's difficult to be gentle with the controls when you need to be."

FINAL THOUGHTS

It seems as though *MDK 2* hasn't grabbed our foursome immediately,

"A DOG WITH FOUR ARMS IS WEIRD ENOUGH FOR ME. IT NEEDED A GOVERNMENT HEALTH WARNING"

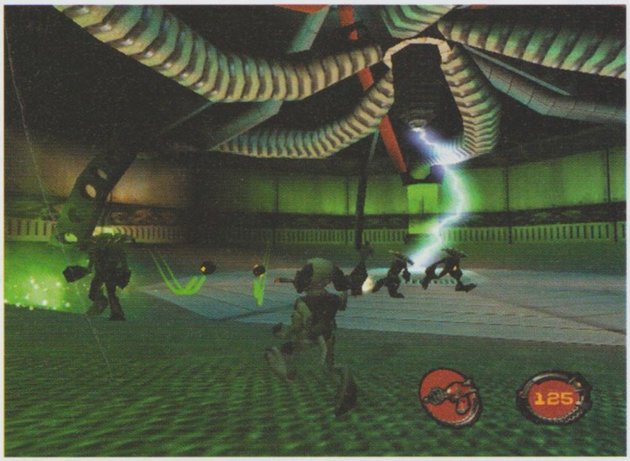
– MARTIN

and at *ODM* we have to put much of this down to the unfinished nature of the game. We see a lot of unfinished games, and *MDK 2* seems more polished than most, although some of the guys' reservations are valid.

"The game has potential," concedes Tomer. "But the monsters aren't too intelligent. I do like that they were going about their own business, even if they weren't good shots afterwards."

Omid: "It's one of those games where you have to have the patience to play it. I'm not sure I had the patience. I kept getting stuck in some levels. I would have preferred something a little more arcadey."

"I wish we had the storyline in place in this version," says Tomer, dreamily, indicating that the CD we had been sent had none of the movies in place. "I would love to see how the cinematics fit in with the game. I'm sure I would have become a lot more involved."



△ **Max's best trick is to shoot lots of bad guys. Barbara Woodhouse would be proud.**

Tom agrees: "At the moment there's no real idea of progress. It doesn't feel like you're going anywhere. Perhaps the characters could be even more extreme. They still run the same way. It's just different weapons really."

Martin points out that "all the creatures did the same thing. They just stood there and shot you until they died. If you look at the characters in, say, *Half-Life*, they look for cover, run off if they're losing, and find alternative ways to kill you."

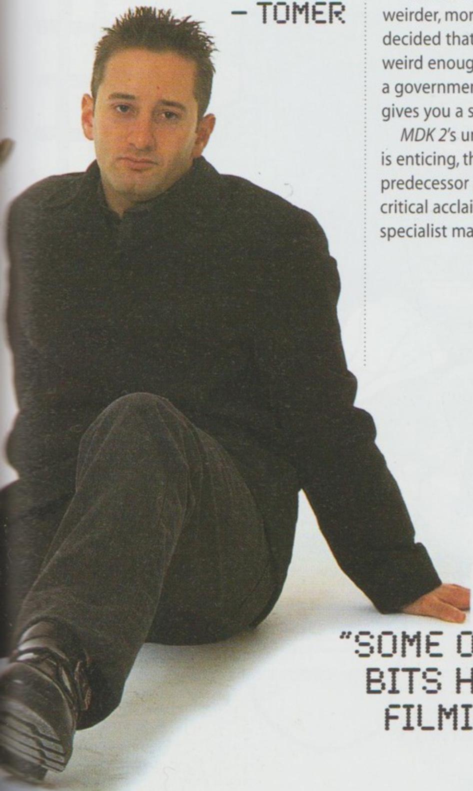
While Tom was expecting it to be weirder, more disorientating, Martin decided that "a dog with four arms is weird enough for me. Perhaps it needed a government health warning: 'smoking gives you a second set of arms'."

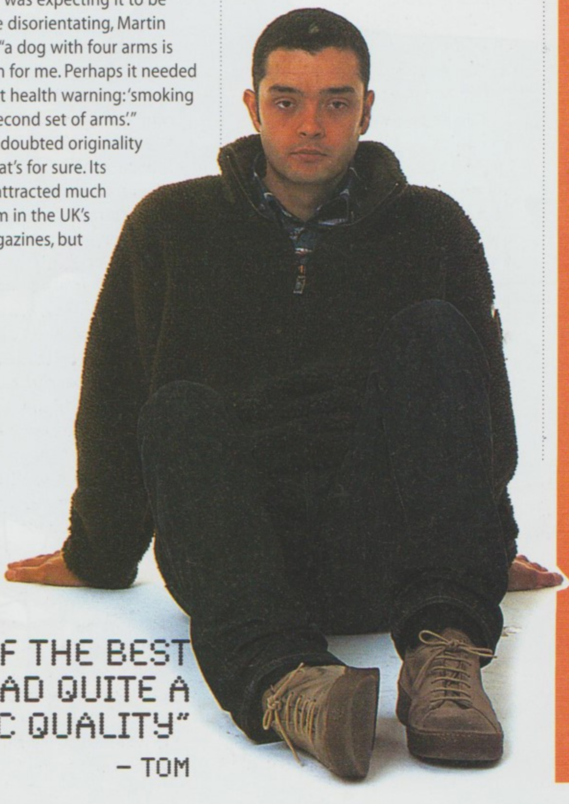
MDK 2's undoubted originality is enticing, that's for sure. Its predecessor attracted much critical acclaim in the UK's specialist magazines, but nevertheless failed big-time in the shops. Perhaps the concept is just a very difficult one to try to sell. It certainly confused the hell out of some of our guinea pigs.

With, at the time of writing, two months of development left on the project, we're forming no cast iron opinions just yet. Be assured that an in-depth review will reveal to whole story straight after Christmas.

"I WOULD LOVE TO SEE HOW THE CINEMATICS FIT IN WITH THE GAME"

– TOMER





"SOME OF THE BEST BITS HAD QUITE A FILMIC QUALITY"

– TOM

R1GHT TO REPLY

We passed on our readers' comments to Greg Zeschuk, President and joint CEO of Bioware, and currently working with the development team for *MDK 2*

"SINCE THERE'S LIMITED space for my comments, I'm going to address three main areas: controls, AI and story.

"The first thing we did on *MDK 2* was a 'quick and dirty' control scheme with some temporary code as the underpinning. *MDK 2* still uses this first generation control code that is shortly scheduled for a complete rewrite. We've tried to work out a method to allow configuration of controls but really haven't had any luck mapping all of our buttons and directions. Instead, we're going to tweak the existing controls to perfection and provide extensive tutorials for the players to learn the controls – once you get the hang of them they work really well.

"The Artificial Intelligence in the earlier versions of *MDK 2* used a simple base-level AI where enemies just walked, ran, jumped and shot at the player. We are now working on more complicated AI scripts that will give the enemies non-combat behaviour as well as unpredictable combat actions depending on the environment. Translation – they'll be more fun when you're not shooting them and more difficult to kill once combat begins.

"Your preview version is missing the glue that holds *MDK 2* together – the story. The story explains why the characters are chosen to play specific levels and the story gives the player a sense of purpose in the levels. The in-game movies are just getting finished off and integrate well so that they only serve to make *MDK 2* a joy to play.

"We really do appreciate all comments on our games, and are going to try our best to incorporate your suggested improvements for the game based on your observations."

- *Next issue, four different readers will be playing another unfinished game, and making comments and suggesting improvements to a nervous developer. If you'd like to participate, write to* ***Four Play, ODM, 19 Bolsover Street, London W1P 7HJ,*** *or email us at* ***Letters@dreamcastmag. co.uk*** *with 'Four Play' in the subject line.*

DAY DREAMING

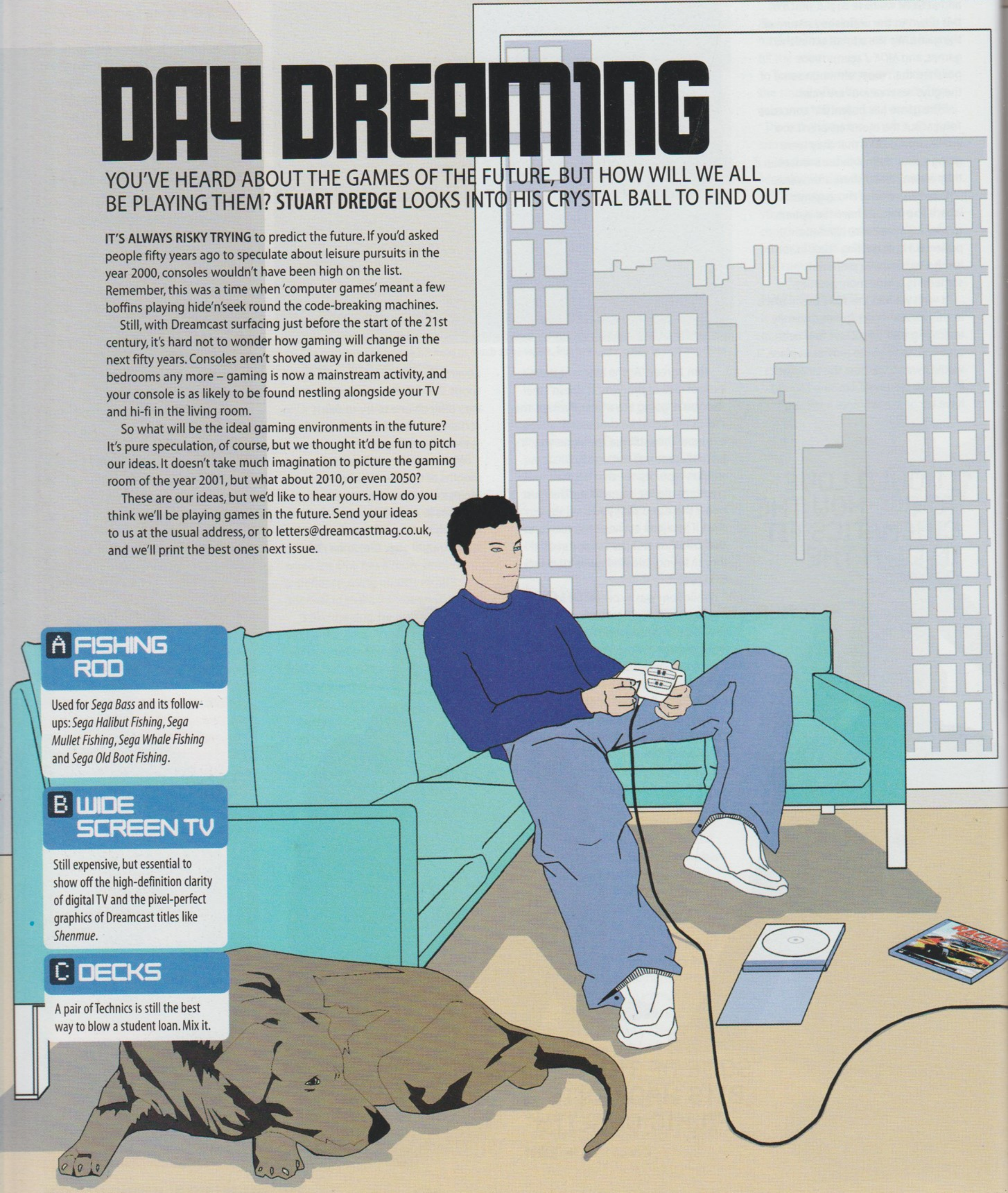
YOU'VE HEARD ABOUT THE GAMES OF THE FUTURE, BUT HOW WILL WE ALL BE PLAYING THEM? **STUART DREDGE** LOOKS INTO HIS CRYSTAL BALL TO FIND OUT

IT'S ALWAYS RISKY TRYING to predict the future. If you'd asked people fifty years ago to speculate about leisure pursuits in the year 2000, consoles wouldn't have been high on the list. Remember, this was a time when 'computer games' meant a few boffins playing hide'n'seek round the code-breaking machines.

Still, with Dreamcast surfacing just before the start of the 21st century, it's hard not to wonder how gaming will change in the next fifty years. Consoles aren't shoved away in darkened bedrooms any more – gaming is now a mainstream activity, and your console is as likely to be found nestling alongside your TV and hi-fi in the living room.

So what will be the ideal gaming environments in the future? It's pure speculation, of course, but we thought it'd be fun to pitch our ideas. It doesn't take much imagination to picture the gaming room of the year 2001, but what about 2010, or even 2050?

These are our ideas, but we'd like to hear yours. How do you think we'll be playing games in the future. Send your ideas to us at the usual address, or to letters@dreamcastmag.co.uk, and we'll print the best ones next issue.



A FISHING ROD

Used for *Sega Bass* and its follow-ups: *Sega Halibut Fishing*, *Sega Mullet Fishing*, *Sega Whale Fishing* and *Sega Old Boot Fishing*.

B WIDE SCREEN TV

Still expensive, but essential to show off the high-definition clarity of digital TV and the pixel-perfect graphics of Dreamcast titles like *Shenmue*.

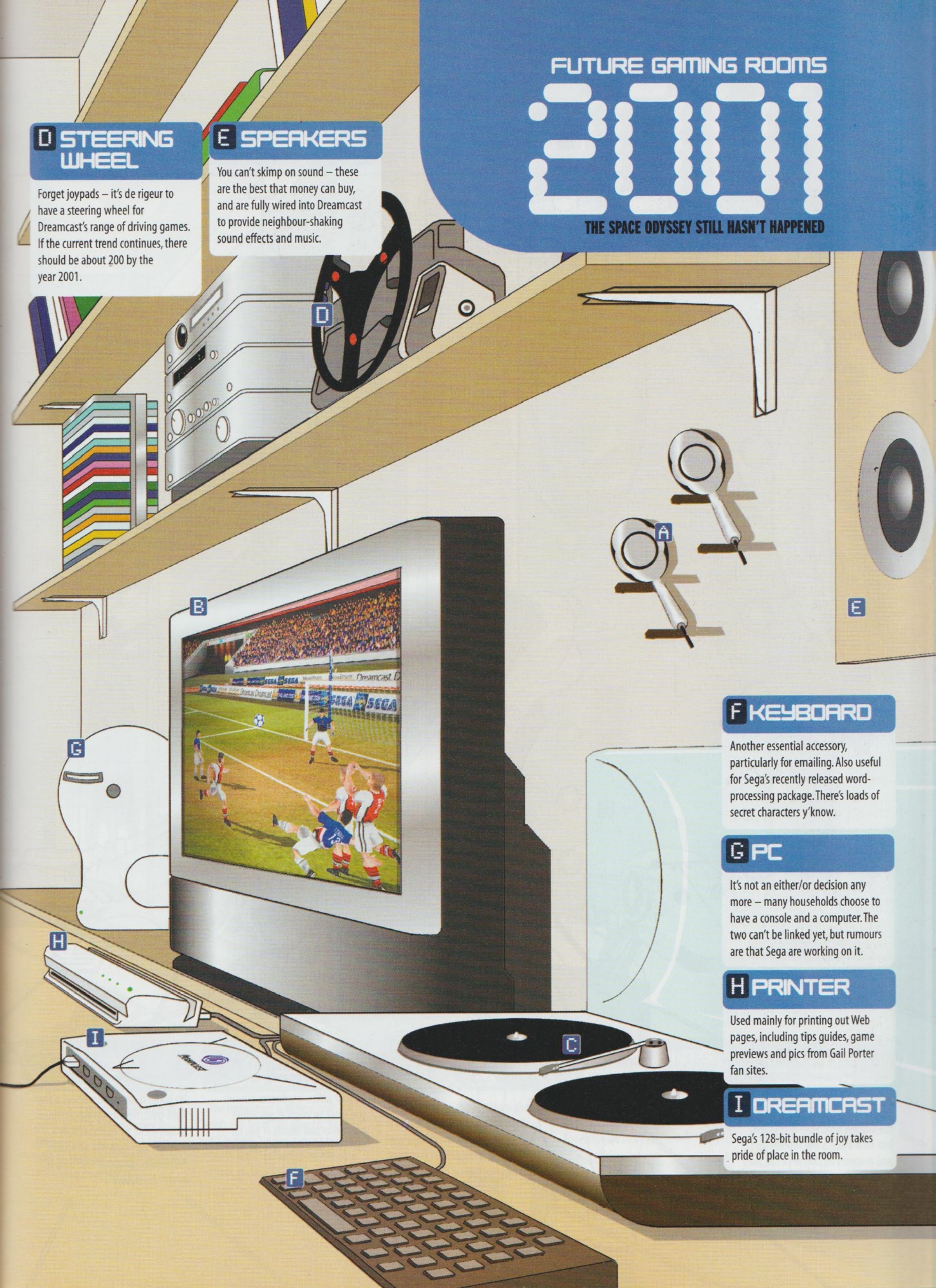
C DECKS

A pair of Technics is still the best way to blow a student loan. Mix it.

FUTURE GAMING ROOMS

2001

THE SPACE ODYSSEY STILL HASN'T HAPPENED



D STEERING WHEEL

Forget joypads – it's de rigeur to have a steering wheel for Dreamcast's range of driving games. If the current trend continues, there should be about 200 by the year 2001.

E SPEAKERS

You can't skimp on sound – these are the best that money can buy, and are fully wired into Dreamcast to provide neighbour-shaking sound effects and music.

F KEYBOARD

Another essential accessory, particularly for emailing. Also useful for Sega's recently released word-processing package. There's loads of secret characters y'know.

G PC

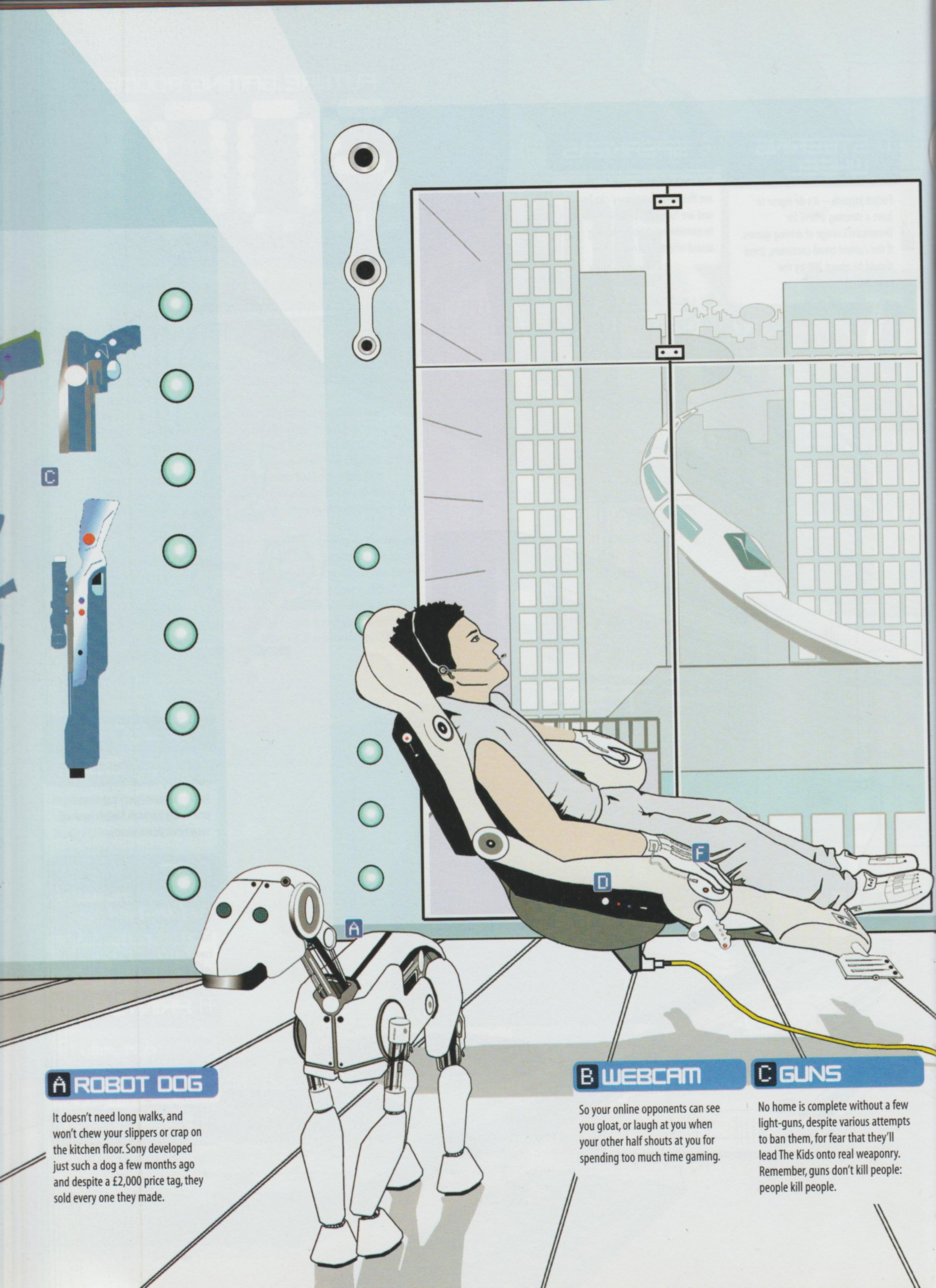
It's not an either/or decision any more – many households choose to have a console and a computer. The two can't be linked yet, but rumours are that Sega are working on it.

H PRINTER

Used mainly for printing out Web pages, including tips guides, game previews and pics from Gail Porter fan sites.

I DREAMCAST

Sega's 128-bit bundle of joy takes pride of place in the room.



A ROBOT DOG

It doesn't need long walks, and won't chew your slippers or crap on the kitchen floor. Sony developed just such a dog a few months ago and despite a £2,000 price tag, they sold every one they made.

B WEBCAM

So your online opponents can see you gloat, or laugh at you when your other half shouts at you for spending too much time gaming.

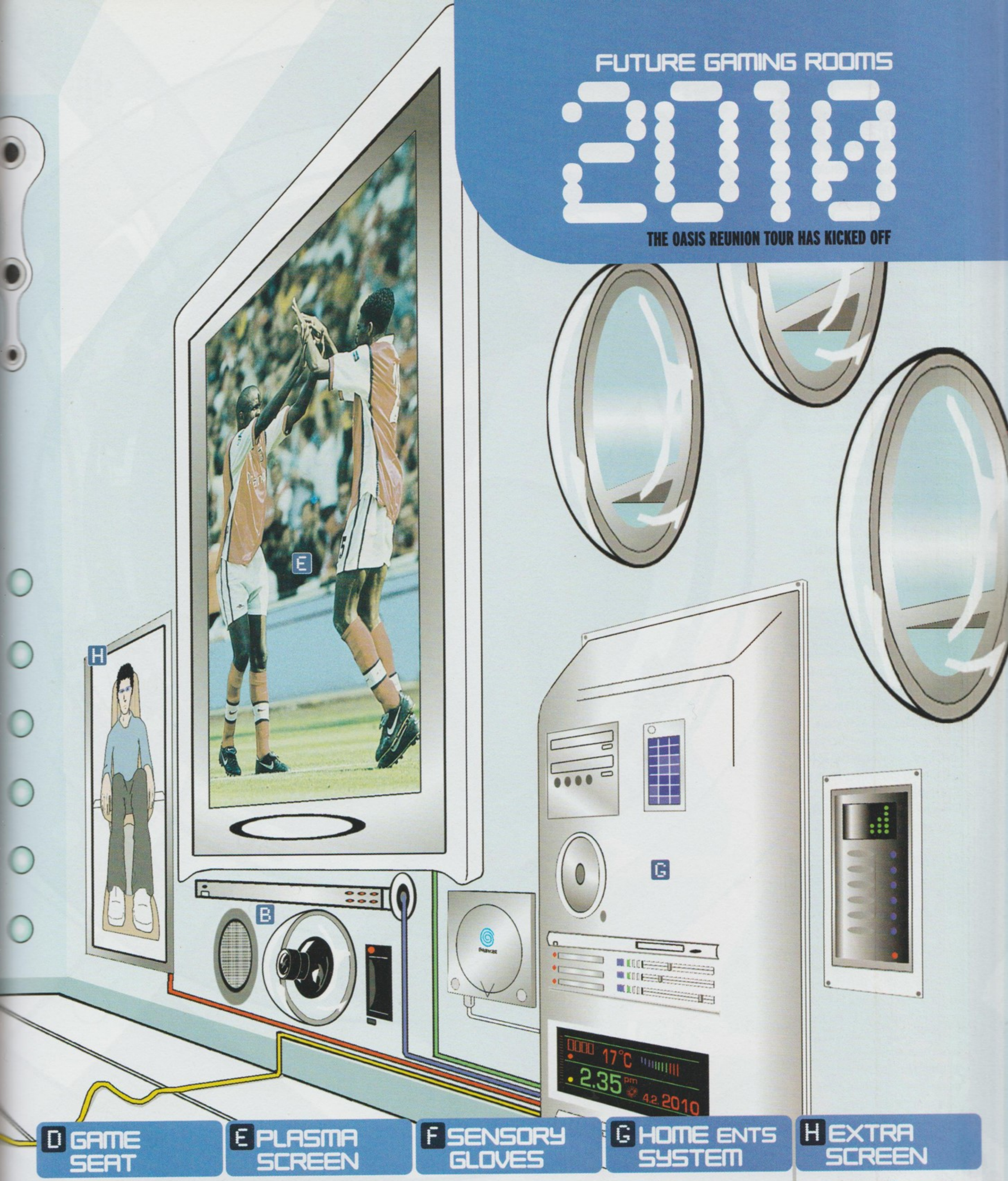
C GUNS

No home is complete without a few light-guns, despite various attempts to ban them, for fear that they'll lead The Kids onto real weaponry. Remember, guns don't kill people: people kill people.

FUTURE GAMING ROOMS

2010

THE OASIS REUNION TOUR HAS KICKED OFF



D GAME SEAT

Similar to the models you used to get in arcades, but optimised for extra living-room comfort. Fitted with an enormous rumble pack to shake your booty for you.

E PLASMA SCREEN

The technology is around now, but only rich types can afford it. By 2010 it's in every serious gamer's home. That's not a real match, by the way. That's game graphics.

F SENSORY GLOVES

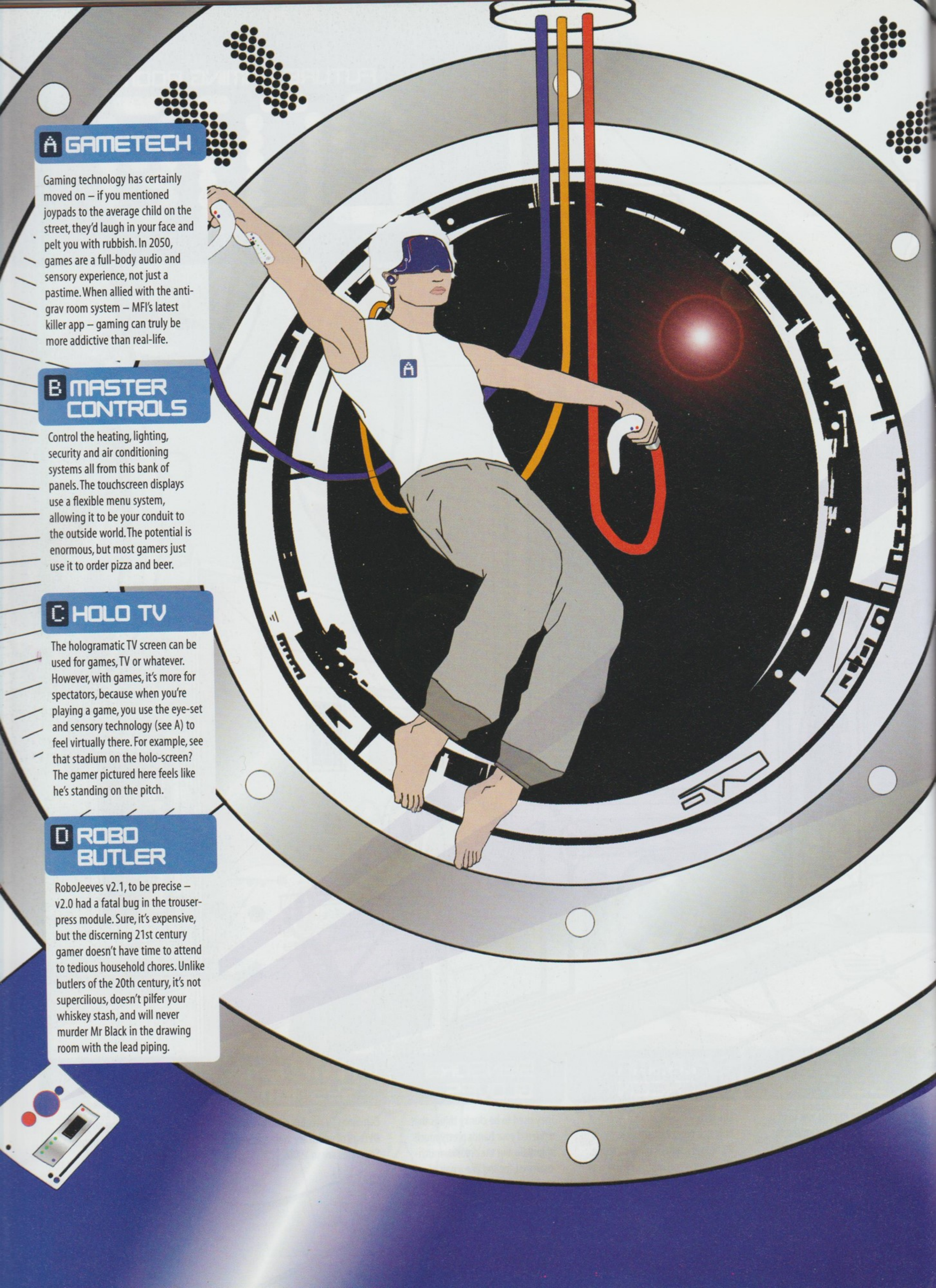
They used to be clunky things that rendered your hands pretty much immobile, but they're now much-improved, feeling like a pair of goalie gloves. They translate your movements into the games.

G HOME ENTS SYSTEM

Combines TV reception, hi-fi and DVD, all of which are Web-enabled. Seperates are so 1990s. . .

H EXTRA SCREEN

Ideal for online gaming, so you can see the whites of your opponent's eyes while you blast him into oblivion.



A GAMETECH

Gaming technology has certainly moved on – if you mentioned joypads to the average child on the street, they'd laugh in your face and pelt you with rubbish. In 2050, games are a full-body audio and sensory experience, not just a pastime. When allied with the anti-grav room system – MFI's latest killer app – gaming can truly be more addictive than real-life.

B MASTER CONTROLS

Control the heating, lighting, security and air conditioning systems all from this bank of panels. The touchscreen displays use a flexible menu system, allowing it to be your conduit to the outside world. The potential is enormous, but most gamers just use it to order pizza and beer.

C HOLO TV

The hologramatic TV screen can be used for games, TV or whatever. However, with games, it's more for spectators, because when you're playing a game, you use the eye-set and sensory technology (see A) to feel virtually there. For example, see that stadium on the holo-screen? The gamer pictured here feels like he's standing on the pitch.

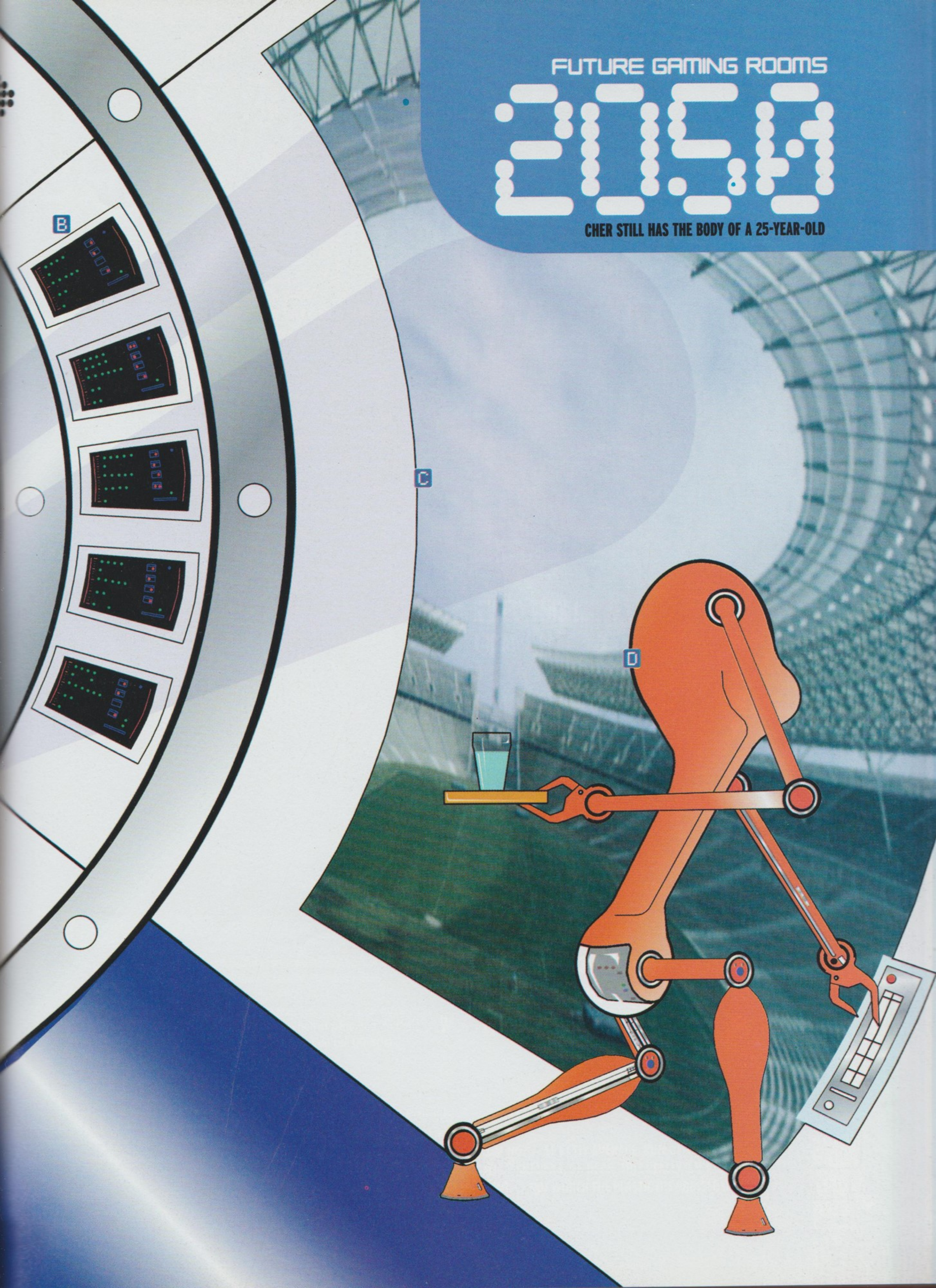
D ROBO BUTLER

RoboJeeves v2.1, to be precise – v2.0 had a fatal bug in the trouser-press module. Sure, it's expensive, but the discerning 21st century gamer doesn't have time to attend to tedious household chores. Unlike butlers of the 20th century, it's not supercilious, doesn't pilfer your whiskey stash, and will never murder Mr Black in the drawing room with the lead piping.

FUTURE GAMING ROOMS

2058

CHER STILL HAS THE BODY OF A 25-YEAR-OLD



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RE:VIEWS

THE SECOND WAVE OF THE DREAMCAST INVASION IS COMING. BY CHRISTMAS THE WHOLE WORLD WILL BEEN UNDER ITS CONTROL

YOU'VE READ ABOUT THE FUTURE OF VIDEOGAMING in our main feature (starting on page 8), but you don't have to wait ten years to experience it. This month sees the release of the most spectacular home game ever, Soul Calibur, giving us a glimpse of the kind of detail we can expect from all games one day. Read our exclusive review of the amazing UK version starting on the next page to find out just how keck-cackingly cool it really is.

F1 World Grand Prix For Dreamcast, to give the game its full title, is another of this month's releases to show us the way we can expect Dreamcast games to develop. As with Soul Calibur, its levels of detail are far beyond anything we've seen before, both in terms of graphics and in-game physics. Formula one fans are going to go mental for it, especially when they try it out with a steering wheel (such as Sega's Race Controller, £34.99).

Dreamcast is already showing that it's a completely new kind of game system; one that's launching us into a whole new era of gaming. Graphically, its games have already moved on noticeably since the first releases – just look at the improvement between Virtua Fighter 3tb, one of the Japanese launch games, and Soul Calibur for evidence of this. Developers are also using Dreamcast's exclusive features, such as the Visual Memory system, to create all-new gaming experiences never before possible on home consoles. Expect to see games using the VM in even more ingenious ways as time goes on.

With Dreamcast now available in the UK it's clear that many more people are interested in the system's online capabilities than anyone previously thought. More and more games are using the Internet as a way of giving extra value to the player, with Sonic Adventure so far being the best of the lot. World-wide time attack challenges, home-grown Chao pets to download, and even new themes for the game's levels (see page 25 for more information) mean there's a hell of a lot more to the game than merely what you get on the GD-ROM. With this issue's Buggy Heat it's possible to save a virtual interpretation of your driving style onto a VM, then upload it onto the Internet for other gamers to challenge – an excellent way of nearly playing directly across the Internet.

And still we have genuine, real-time online gaming to look forward to. Soon you'll be able to challenge friends hundreds of miles away without leaving your living room. You'll be able to make enemies remotely by thrashing strangers at your favourite game. It all sounds too good to be true, but it's really coming.

The future's bright – the future's metallic blue.

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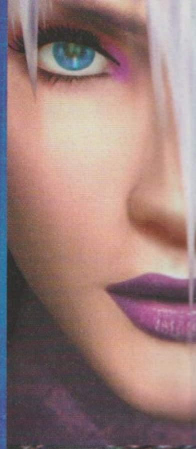
ODM RATINGS

A guide to *Official Dreamcast Magazine's* stringent scoring system. If we say a game is no good, then it ain't worth buying. If it is, it is. Simple, really

10 PERFECT! A GAME WHICH EVERYONE *MUST* OWN. 9 AN ESSENTIAL BUY. GET IT, GET IT, GET IT! 8 EXCELLENT STUFF. HIGHLY RECOMMENDED. 7 A GREAT GAME WITH A MINOR PROBLEM OR TWO. 6 GOOD BUT WITH AT LEAST ONE MAJOR SHORTCOMING. 5 STRICTLY AVERAGE, RUN-OF-THE-MILL STUFF. 4 BELOW AVERAGE. PLAY BEFORE YOU BUY! 3 OH DEAR, OH DEAR. THIS REALLY ISN'T VERY GOOD. 2 THE GAMING EQUIVALENT OF LEYTON ORIENT. 1 NOT WORTH THE PLASTIC IT'S PRESSED ON!

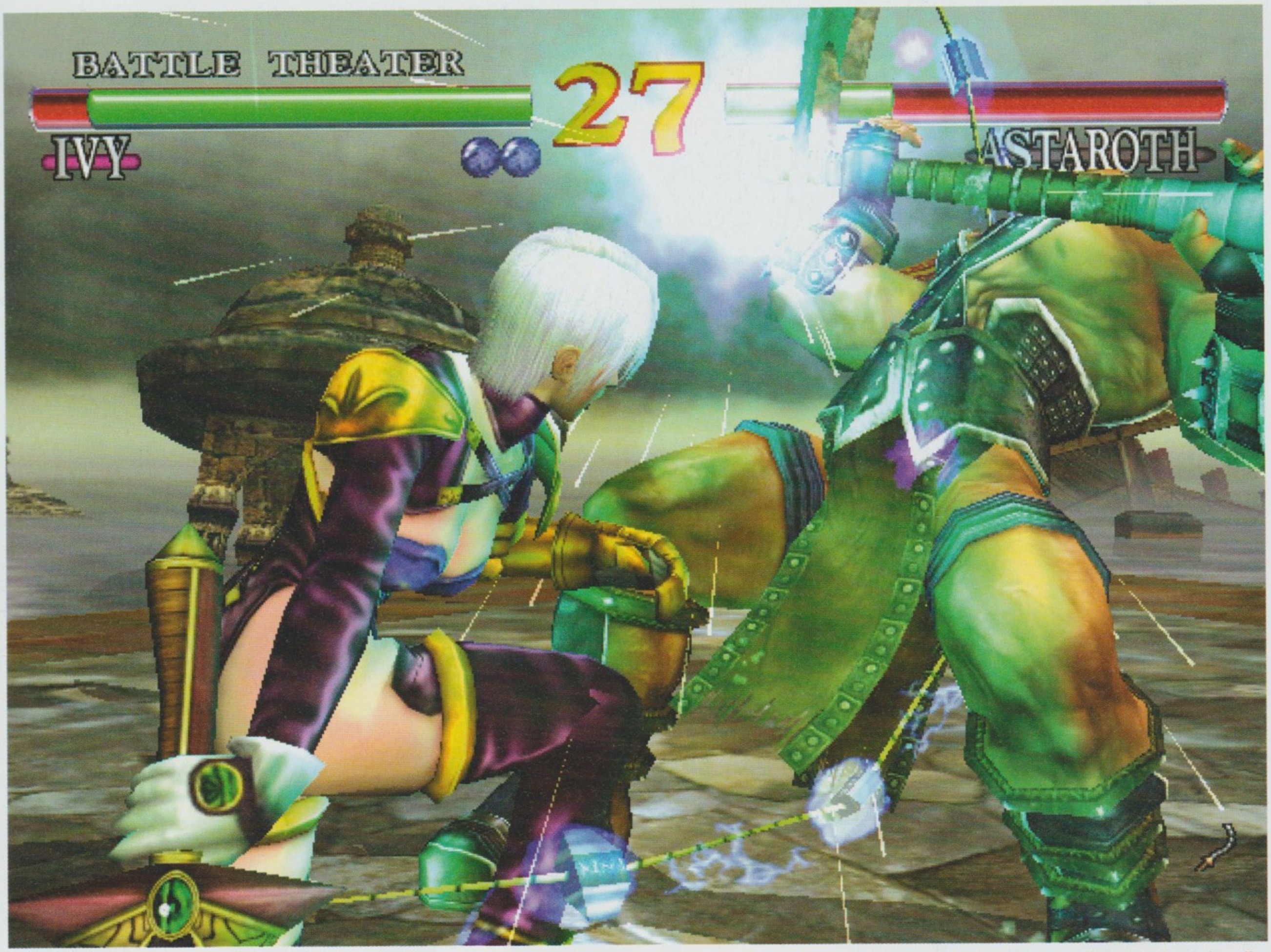


POWER
HORSE

"THIS IS *SOUL CALIBUR* AND IT'S GOING TO BLOW YOU AWAY AS IT PUMMELS ITS WAY INTO GAMING HISTORY"

SOUL CALIBUR

After little more than a month on sale, Dreamcast already has one of the most spectacular games of all time. **ED LOMAS** goes all wobbly at the knees when asked to write our exclusive review of the official UK version



△ **Ivy is named after her weapon, a sword which transforms into a string of arrowheads, giving her extra range and a selection of new attacks, many of which involve strangulation. She's a lovely girl really.**

> "SOUL CALIBUR REPRESENTS SUCH A LEAP IN VIDEOGAME QUALITY THAT IT BRINGS IN A WHOLE NEW ERA OF GAMING"

ON THE CD
ESSENTIAL

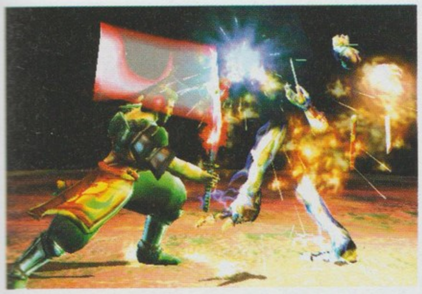
WELCOME TO THE STAGE of history: a time of heroes, a time of myths and legends, a time when stories of a magical sword made of pure evil have captured the imaginations of the world's greatest warriors. All have set off on their own separate quests for the weapon – some for the cause of good, and some for their own evil gain. This soul-swallowing sword is known as the Soul Edge and you are one of those warriors battling to track it down. Do you have the skill it takes to earn the Soul Edge with honour and grace?

Reality check. It's just a game after all. Nothing special – nothing to get excited about. Wrong, wrong, wrong, wrong! This *is* something special; something to get *very* excited about. This is *Soul Calibur*, and it's going to blow you away as it pummels its way into gaming history.

Whatever you do, don't go thinking that you don't like fighting games and so can simply ignore *Soul Calibur*. It's just not possible – this truly is a game which needs to be played by everyone. It represents such a leap in video game quality, that it single-handedly brings in a whole new era of gaming.

Apart from being the best-looking game you've ever seen, *Soul Calibur* is revolutionary in its mind-boggling amount of detail. The characters can be seen to breathe as they prepare for their next attack, even puffing out wispy clouds of smoke when fighting in cold locations. They blink; they open their mouths to shout as they lunge forward, frowning at the same time. Their hair blows in the wind, flicking around with unsettling realism as they duck and weave about. Their swords even glint in the sunlight as they're swung at you. The overall effect of these details in action is awesome. In fact, they're so natural-looking that it can take some time before your brain twigs that somebody actually had to take the time to program them into the game – they're not really *real*. Every time you play *Soul Calibur* you'll have a 'I cannot be-lieeeeeve how bloody *in-curr-redible* this game looks!' moment – guaranteed.

The backgrounds are no less spectacular. Whether you're fighting at sunset in front of a massive pirate ship, or in a lava-filled subterranean temple, the surroundings are suitably epic. Different lighting effects give each one a unique feel, and touches such as scurrying rats, windblown leaves and falling raindrops (which splash on the floor and on the fighters, leaving visible damp patches before they dry up) only go to make them even more impressive.



△ Inferno, the boss, is the physical incarnation of the Soul Edge.

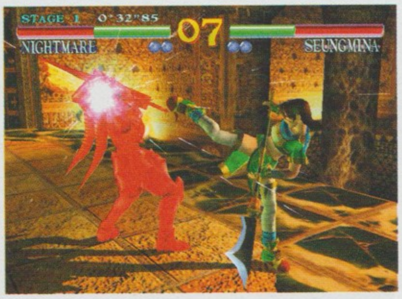
△ The introduction sequence shows all the fighters in cool poses.

♪ BGM BLOOM AND HARVEST

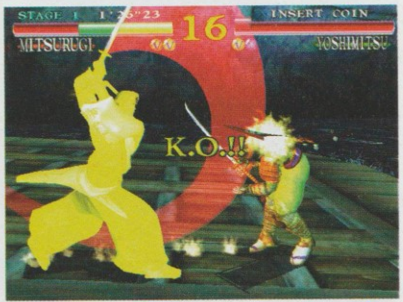
△ We lucky UK gamers get to ogle Voldo's horned codpiece.

RECHARGE YOUR SOUL

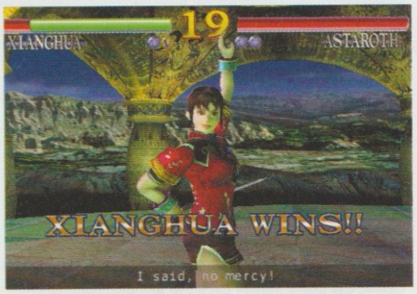
ONE OF *SOUL CALIBUR'S* more advanced gameplay features is the Soul Charge. By pressing the Horizontal, Vertical and Kick buttons at the same time (the R Trigger works just the same if you're short of fingers), you can make your fighter stand in a funky pose and charge themselves up, turning red as they do. It takes a second or so to fully charge up, during which time you become an open invitation for a swift chop to the head, so you've got to make sure you pick just the right time.



△ When you use the Soul Charge your fighter glows red for a second or two, during which time your attacks will be powerful enough to knock your opponent off-balance. Use this to hit enemies high into the air, where they can be hit again more easily.



△ If you press the Guard button during a Soul Charge your fighter turns yellow indicating that your next attack will be so powerful that it's impossible for your opponent to block. Use this to hurt annoying players who spend the whole bloody game blocking.



△ Rather than re-record voices, Namco have used subtitles.

▷ Mitsurugi, the coolest of all the fighters, uses a Katana sword to win with style.

SOUL CALIBUR
namco

SPEAK OUT

WE SPOKE TO **TERUAKI KONISHI,** SENIOR PROJECT DIRECTOR, AND SHINOBU NIMURA, LEAD PROGRAMMER OF *SOUL CALIBUR*

WHAT WERE YOUR MAIN INFLUENCES WHEN CREATING *SOUL CALIBUR*?

Various things influenced us, such as movies, music, comics, novels and so on, each to some degree but not one overall thing. We just want to value the originality of *Soul Calibur*.

WHAT IS THE BEST THING ABOUT THE GAME?

We did our best to optimise aspects of the game, so it's hard to pick out one single feature. Maybe it's that the game can be enjoyed by players of all levels – from beginners to experts.

WHAT IS THE BEST DREAMCAST GAME YOU'VE SEEN FROM ANOTHER COMPANY?

Mr Konishi: I haven't played all the games, but I like *Dynamite Cop* because it's just so much fun.

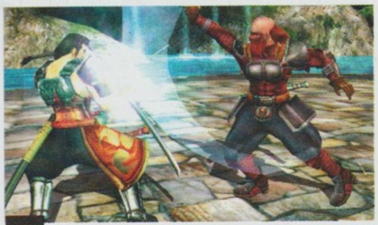
EVERYBODY'S KUNG-FU FIGHTING

Soul Calibur is one of very few games which can be played and loved by anyone. The control system is simple: you've got two buttons which make you attack with your weapon (called Horizontal and Vertical), one button to kick, and one to guard. You can throw your opponent by standing close to them and pressing either Horizontal or Vertical with the Guard button. You can use the analogue stick or the d-pad to move your fighter around the arena, running anywhere you want with ease.

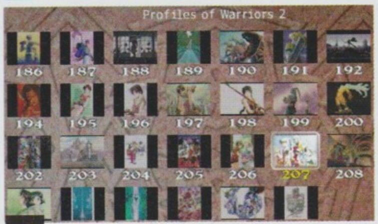
That's all anyone needs to know to get stuck right into the game. Tapping the buttons furiously so you attack like a Red Bulled-up nutcase is a great laugh, and you'll be able to pull off plenty of impressive moves purely by luck. But before long you'll start to wonder how you did 'that' move, and want to do it again. No need to turn to the manual here – most of the button combinations needed to perform special attacks are so simple and logical that you can figure them out and learn them with only a little bit of practice. This way, everyone develops as they play the game more, getting ▷

QUEST FOR THE SOUL EDGE

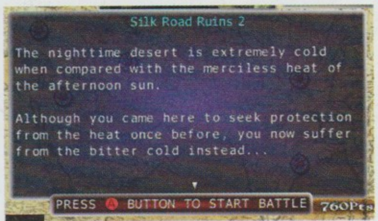
The Mission Battle mode is a great way to learn to play *Soul Calibur*, as it gets gradually tougher the further you get. You can save your adventure at any point and come back to it another time.



1 Your quest begins with challenges against the Edge Master. He trains you in the basic skills such as blocking, running and using the Soul Charge.



2 Complete a mission and earn points to buy pieces of artwork. These don't just look pretty – some reveal new locations and missions when bought.

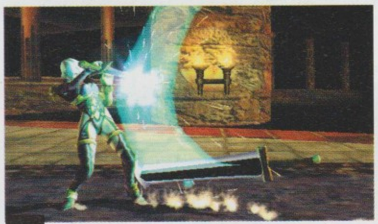


Silk Road Ruins 2

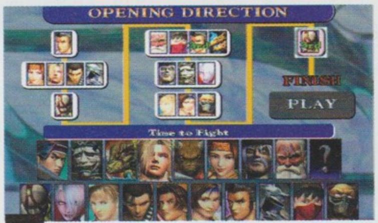
```
The nighttime desert is extremely cold
when compared with the merciless heat of
the afternoon sun.

Although you came here to seek protection
from the heat once before, you now suffer
from the bitter cold instead...
```

PRESS Ⓐ BUTTON TO START BATTLE 760Pts

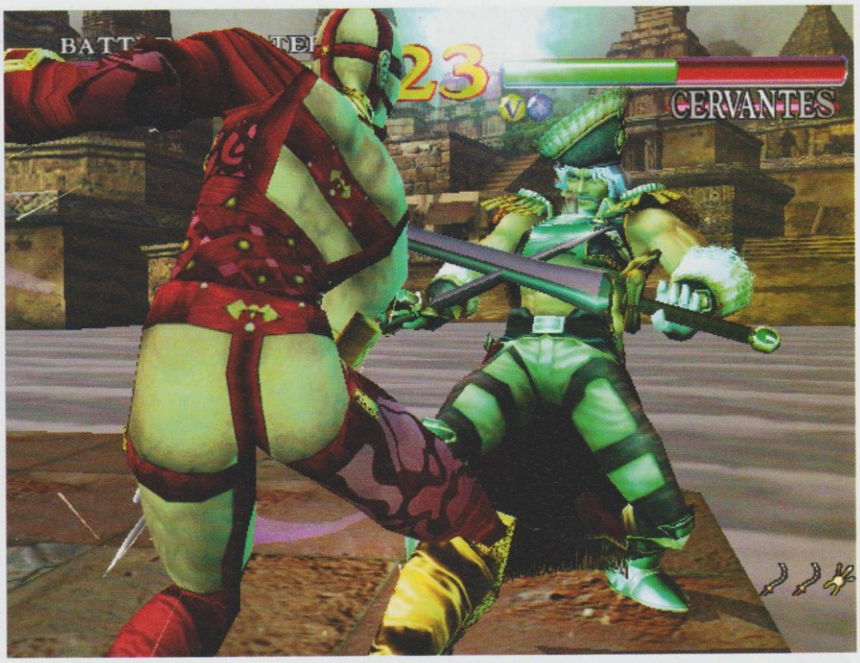
3 Each mission starts with a bit of background story explaining exactly what you need to do, and why. They get very tough as the game goes on.



4 Later stages involve missions such as beating multiple opponents with a single energy bar… while you can only see their weapons!



5 In all there are 338 pieces of art to collect. One piece unlocks this Intro Director mode, enabling you to create the perfect opening sequence.



△ The in-game detail is absolutely stunning. Here you can even see the veins in Voldo's disgustingly pale arse cheeks. Fantastic or what!

▷ a different experience each time. If you stick with a fighter and make some effort, you'll soon find yourself getting completely involved, even if you've never got into fighting games before. A complete list of special moves and some basic combos can be called up during a fight at any time if you need to refresh your memory.

As you get deeper and deeper into the game, you'll discover new techniques which become essential as the skill of your opponents increases. Stringing moves together into combos enables you to get in multiple hits before the other fighter even has a chance to block – knocking them into the air and smacking them repeatedly before they hit the ground takes practice, but does big damage. It also makes you look really cool if you manage to do it in front of anyone you particularly need to impress.

Tune your reactions to perfection and you'll be able to land on your feet when thrown, giving you the chance to come back with a surprise counterattack. It's even possible to block an attack and lunge at your opponent simultaneously, knocking them off-balance for that vital split-second. Otherwise, you can parry an incoming sword, making the enemy stagger towards you invitingly. Though this may all sound bafflingly complex, you can master all these techniques with just a little practice.

LOST SOULS

Soul Calibur's cast of warriors is pure class. You start with ten playable characters, including creepy-crawly S&M freak Voldo, white-eyed Asteroth with his bastard axe, nunchuka-wielding Elvis Presley/Bruce Lee hybrid Maxi, and the catsuited jumpy ninja Taki; but many more become available as you play through the Arcade Mode. Each one has a complete background story explaining who they are, where they're from, and what they've been doing in the run-up to *Soul Calibur* itself. Namco haven't scrimped on the bonus fighters either – these are just as intricately detailed in terms of both looks and playing style as the regular characters.

Anyone who played *Soul Calibur*'s arcade predecessor, *Soul Edge* (known as *Soul Blade* on PlayStation), will already know some of the fighters. Stars such as Mitsurugi and Sophitia are back with a big upgrade to their collection of moves. You'll even get to find out what happened to Siegfried, Rock and Seung Mina, among others, and why they're not included in the initial line-up. The story which ties all of the characters together in their quest for the *Soul Edge* is brilliantly worked, and makes them all the more believable.

Namco have created a bunch of warriors so loveable that they'll surely be around for many years to come. Who's *your* favourite?

BEST OF BRITISH

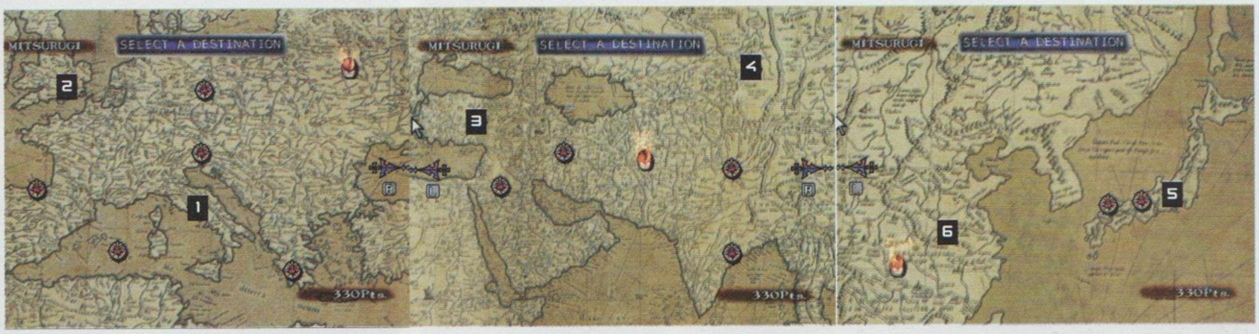
With speed being an important part of *Soul Calibur*'s brilliance, it's great to see that Namco's Japanese programmers have spent a long time making sure the UK version is every bit as fast as the one released in Japan. In fact, when running at 60Hz it seems even quicker than the Japanese and American games!

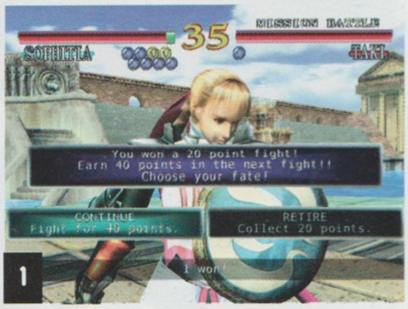
Censorship was also a worry for us over here in Europe, but thankfully common sense has prevailed. Maxi, the funky Elvis-a-like, uses a pair of Nunchukas as his main form of attack, but use of these in films and on TV is severely restricted in the UK. Nunchuka scenes from martial arts movies such as *Enter The Dragon* are often removed, and nunchukas have, until now, always been cut out of European video games. This is why it's a particular relief to find that *Soul Calibur* has been allowed to keep the weapon in the game in their original form, rather than being turned into a three-segment staff as they have been previously.

Also, weirdy bondage dude Voldo has a second costume featuring a codpiece which was deemed too rude for American gamers. But perverts in the UK need ▷

THE MISSION BATTLE WORLD MAP

To add to Soul Calibur's one-player appeal, Namco have created the fantastic new Mission Battle mode especially for Dreamcast. Here you get to take whichever character you want on an adventure around the world, coming across all manner of challenges to test your prowess. Each location on the world map has a number of missions to complete, each one tougher than the last. Here are some examples of the challenges you'll face:


MITSURUGI
SELECT A DESTINATION
2
1
330Pts.
MITSURUGI
SELECT A DESTINATION
3
4
330Pts.
MITSURUGI
SELECT A DESTINATION
5
6
330Pts.


MISSION BATTLE
35
SOPHITIA
TAKI
CONTINUE
RETIRE
1 won!
1

You won a 20 point fight!
Earn 40 points in the next fight!!
Choose your fate!

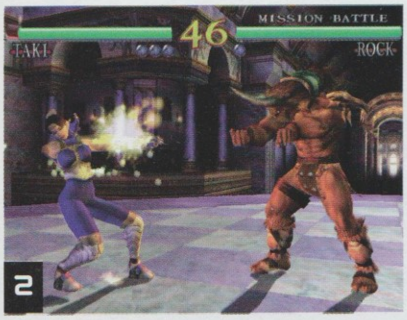
Fight for 40 points.

Collect 20 points.

THE COLOSSEUM: MISSION 2

DIFFICULTY: ★★★★

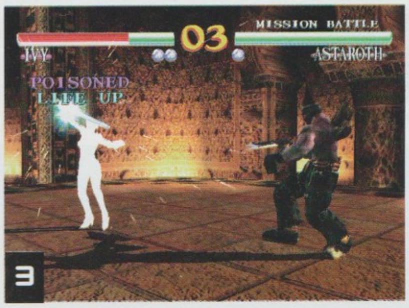
Prize fights are always being held at the Colosseum. You can come here as many times as you want during your quest to earn extra points by fighting a series of opponents in a row. After beating each one, you get the choice of either taking your prize and leaving, or fighting on for double points. If your energy bar runs out, you go away empty-handed.


MISSION BATTLE
46
TAKI
ROCK
2

VALENTINE MANSION: MISSION 2

DIFFICULTY: ★★★

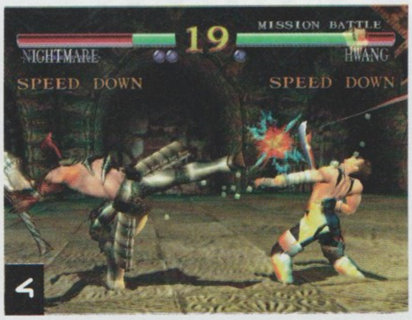
You discover that the late Count Valentine was researching the Soul Edge sword at his mansion, but something happened which ruined his entire family. Strange supernatural powers mean that you can't see your weapon, but can still feel it in your hand. At this moment you're attacked by another adventurer with exactly the same problem.


MISSION BATTLE
03
IVY
ASTAROTH
POISONED
LIFE UP
3

MAZE OF THE DEAD: MISSION 4

DIFFICULTY: ★★★★★

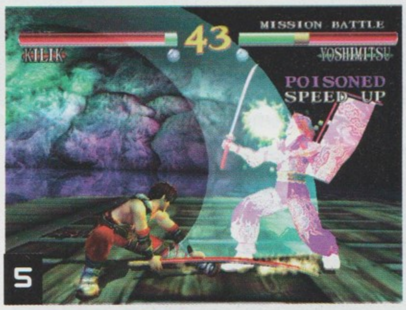
One of the tough Extra Missions awarded after you've completed the regular missions, this sees you in an underground ruin while badly poisoned. You begin with a tiny amount of energy, but can restore little bits at a time by using the Soul Charge. You've got to beat two enemies set on Ultra Hard difficulty without losing your single energy bar.


MISSION BATTLE
19
NIGHTMARE
HWANG
SPEED DOWN
SPEED DOWN
4

SILK ROAD RUINS: MISSION 3

DIFFICULTY: ★★★

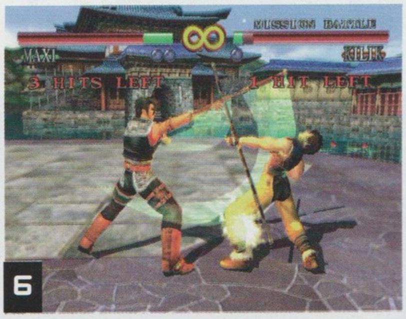
While resting in an ancient ruin, you're caught off-guard by a surprise attack. As you get up to fight, you realise that your feet are sinking into the desert sands, slowing all your movements down drastically. In order to defeat both your enemies you must keep running or jumping to prevent yourself sinking too deep in the quicksand.


MISSION BATTLE
43
KILIK
YOSHIMITSU
POISONED
SPEED UP
5

WATER LABYRINTH: MISSION 1

DIFFICULTY: ★★★★

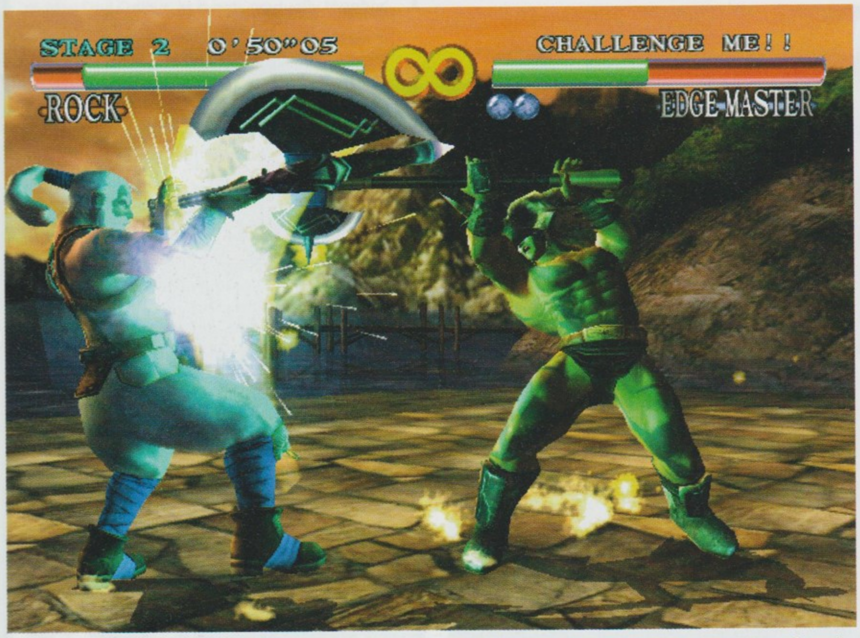
While exploring underground rivers on a raft, you're attacked by an unknown warrior. A strange curse which feeds on pain and suffering means you lose energy constantly after being injured, but your movements are much faster than normal. By hurting your attacker, you can transfer the curse onto him. It gets passed from fighter to fighter until one passes out from exhaustion.


MISSION BATTLE
∞
MAXI
KILIK
3 HITS LEFT
1 HIT LEFT
6

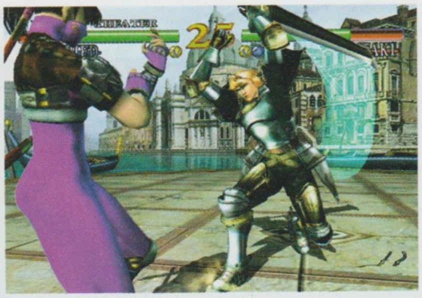
EMPEROR'S GARDEN: MISSION 1

DIFFICULTY: ★★

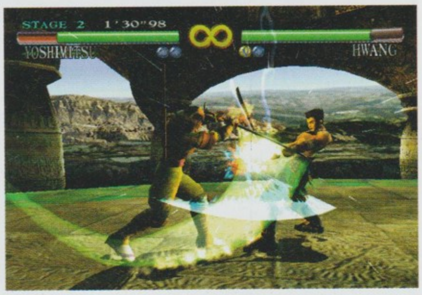
You've been invited by a general of the great Ming empire to appear in an important exhibition fight with a substantial reward if you win. The rules simply state that the first person to hit their opponent 16 times wins, so speed is more important than power. A hit counter appears on-screen to show exactly how many more hits you need to get, and how many more you can take.



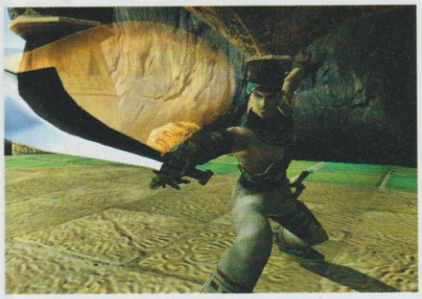
△ When you finish the game with all the characters you can play as Edge Master. He uses a different fighter's style and weapon each round.



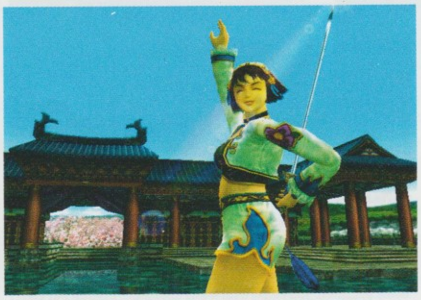
△ See how Siegfried's mouth is lip-synched to his war cries!



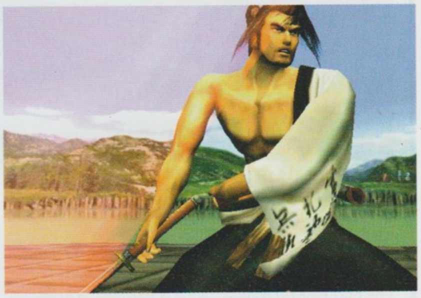
△ Secret character Yoshimitsu is Tekken from Namco's series.



△ One of the 338 pieces of artwork reveals the 'Exhibition Theater'.



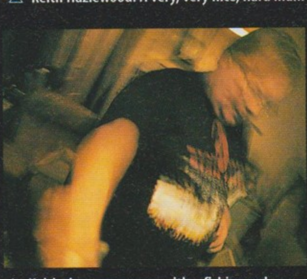
△ Here you can watch the fighters demonstrate their skills.



△ The character movement in these sequences is astounding.

THE EXPERT OPINION

△ Keith Hazlewood: A very, very nice, hard man.



△ Keith shows no mercy with a fishing rod.

WHILE IT'S OBVIOUS THAT *Soul Calibur* isn't meant to be realistic, a lot of effort has been made to make sure it looks and feels authentic. Namco motion-captured expert fighters and actors to make sure all the animations look completely lifelike, and they certainly do a fine job of convincing Joe Public that these are true-to-life martial arts disciplines in action.

To find out what the experts think, we showed *Soul Calibur* to Keith Hazlewood, membership secretary of The British Kendo Association. With 18 years' experience behind him, Keith – a 3rd Dan blackbelt in Kendo, 4th Dan in Jodo, and 5th Dan in Iaido – really knows his stuff.

The first thing he wanted to check out was the way the weapons were balanced. Pitting Mitsurugi's Katana sword against Kilik's staff, just as in real-life Jodo fights, he was surprised to find that Kilik managed to keep Mitsurugi at bay for almost the entire match.

"That's just like the real thing," Keith enthused. "You have to be bloody good with the sword to get through a staff. It's nice to see that they've got the strengths and weaknesses of the weapons right."

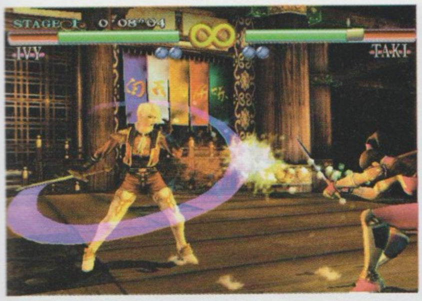
As for the movement of the characters, Keith pointed out that a few liberties have been taken: "The guy who did these movies [the Exhibition Theater weapons demonstrations] practices kung-fu, I can tell you that now. I've seen some of the world's best at big shows doing this sort of thing, and this is bloody good. They've got top people to do these moves."

So, rather than being straight-out simulations of genuine weapon disciplines, the characters use a hybrid of real techniques and kung-fu movie gloss, making for a more exciting fight. "It's funny that you can pick little inaccuracies in what they're doing," said Keith, "because it's so close to being right. Normally videogames have nothing whatsoever in common with the real thing."

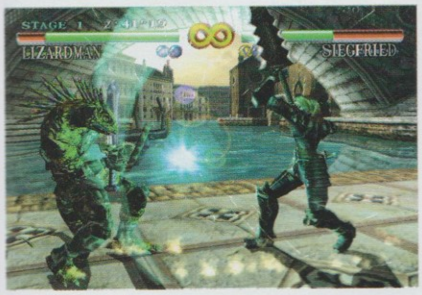
Oddly enough, he was even impressed with *Soul Calibur's* fishing rod mode (see '*Sega Bass Fighting*' box for more info), claiming that he could perform basic Kendo moves by swiping the rod the right way.

His overall opinion was: "Bloody good. These guys have definitely done their research."

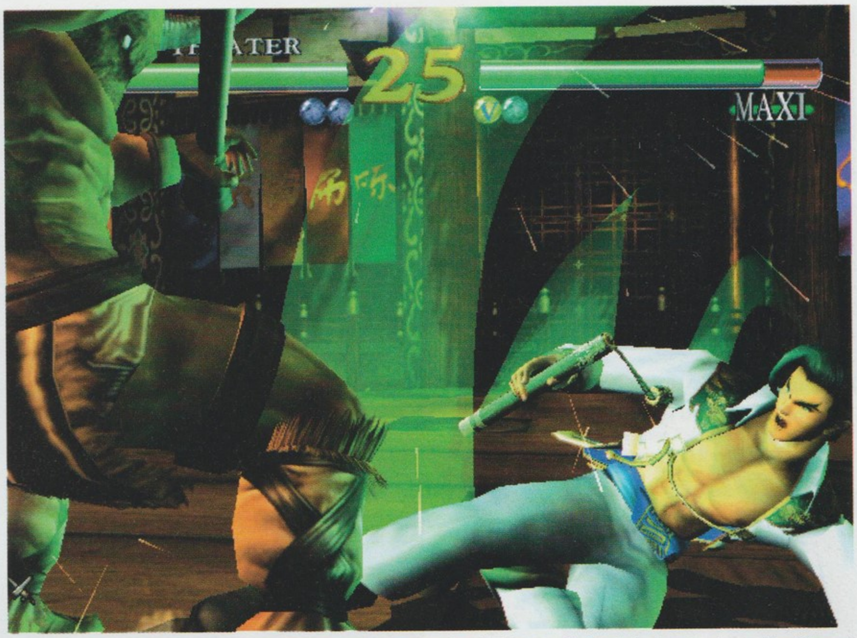
- *For more information on Kendo, Jodo and Iaido, contact The British Kendo Association on 0171 515 8653, email them at bka@dircon.co.uk, or check out their website: www.users.dircon.co.uk/~bka/*



△ Ivy's second costume makes her look a lot more… dressed.



△ Lizardman isn't just a comedy character – he's a right hardnut.



△ Maxi's combination of speed, nunchukas, greasy quiff and natty threads make him a popular first choice for many players. Almost *too* cool.

never fear – we, sorry *you*, get to see Voldo in all his gimpish glory.

HOME IMPROVEMENTS

To move an arcade game onto a console successfully, a lot of work needs to be done to tune it to the home audience. Namco, the game's creators, have earned a great deal of respect for their sterling work in adding exclusive features to conversions of their past arcade titles. For *Soul Calibur*, they've not just made a perfect replica of the recent arcade game, they've improved it in every imaginable way.

Though the original coin-op looks smart, DC's power has enabled Namco to boost the graphics to astounding new levels, adding masses of detail by turning up the resolution and smoothing out the animation to a constant 60 frames per second (by comparison, big-screen movies run at just 24 frames per second). Also, on top of a conversion of the arcade battle through seven opponents and a final boss – Inferno – Dreamcast's *Soul Calibur* has a number of cool extra features.

Versus Mode, as you'd expect, enables two people to fight one another, though it's also possible to adjust the amount of energy each player starts with. This way, a novice can still fight against a grand master who's learned every last move by heart, and still have a chance of winning. In Team Battle you can pick a gang of up to eight characters to fight one at a time against a rival gang, just like in Sega's *Virtua Fighter 3tb*. There are also Time Attack and Survival challenges to test different *Soul Calibur* skills. The excellent Extra Survival sees you battling through opponents in Sudden Death mode, where the first hit of the fight wins – if you're touched once, it's Game Over. Performing well in any mode wins you points which you can trade in at the Museum for pieces of fine artwork – there are 338 of these in total.

But the biggest Dreamcast-exclusive feature is the Mission Battle mode: a series of challenges with unusual conditions affecting the way they play. More and more missions open up as you collect certain pieces of artwork, each starting with a cool little intro story (see the "Mission Battle Mode" section for more information).

So, not only is *Soul Calibur* the most mind-bogglingly beautiful game you've ever seen, it's also got so much to it that you, and your friends, will be playing for a very long time to come. Whoever you are, and whatever your taste in games, do *not* let yourself miss *Soul Calibur*.

Game of the year, no doubt about it.

PRICE: **£39.99**
PUBLISHER: **SEGA**
DEVELOPER: **NAMCO**

VERDICT

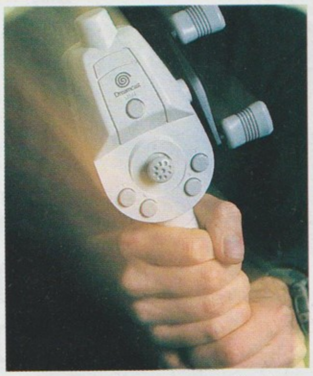
LADIES AND GENTLEMEN, WE PRESENT ONE OF THE GREATEST GAMES EVER MADE

UPPERS
Unbelievable graphics • Fast, fluid gameplay • Masses of excellent features • Fantastic UK conversion

DOWNERS
- No online features

HIGH SCORE IN ONE HOUR Collect two bonus characters
WEBSITE www.soulcalibur.com
MAX PLAYERS 2
VIDEO MODES Full-screen 60Hz option, VGA support

SCORE 10/10



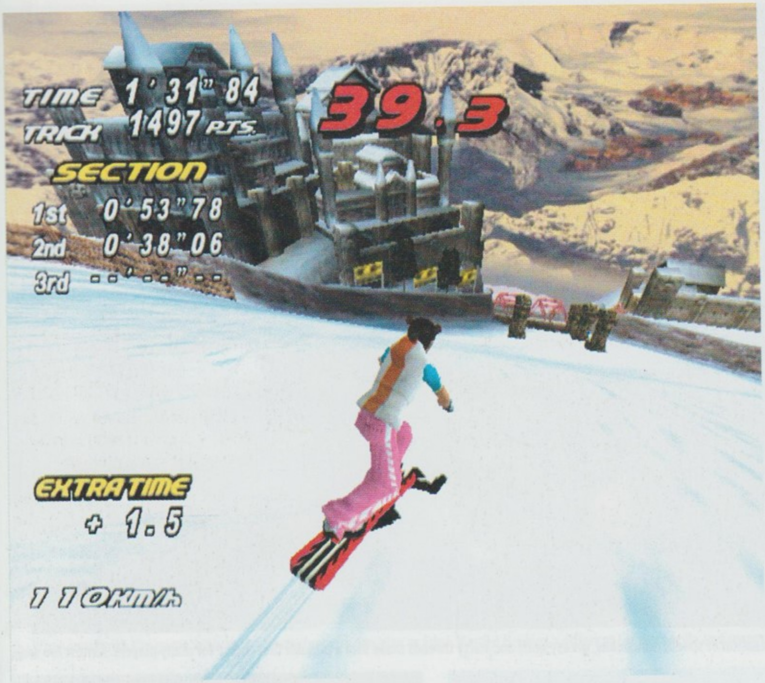
△ Wield the mighty 'Rod of Se-ga' with pride.

SEGA BASS FIGHTING

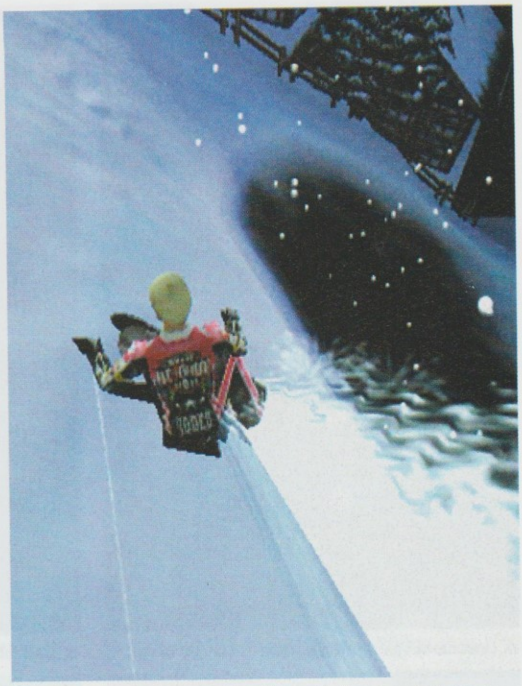
It's the little details which make Dreamcast *Soul Calibur* so amazing to play. Namco have added tons of unnecessary bits and pieces simply to make the game more fun – something very few game designers bother doing these days. Our favourite of these is the secret option to play with the *Sega Bass Fishing* rod controller!

Plug it in, start a fight, and you'll find that by swinging and flicking the rod around you make your character attack with their weapon! You can still run around the ring with the analogue stick, and block using the A button, so it *is* possible to play properly if you really want to make the effort.

Okay, so you look like a spanner as you play the game, but it earns many more respect points for developers Namco.



△ Fluoro pink, brown and tan in one outfit – who said snowboarders were meant to have good fashion taste?



△ Alpine boards will help you go faster but handle like a barge in the turns.

SNOW SURFERS

It's time to get those baggies on and adopt a bad West Coast accent, as snowboarding hits Dreamcast. **DAN TRENT** goes on the piste

> "EVERYTHING MOVES WITH LIGHTNING SPEED – EVEN IN TWO PLAYER MODE"

PURISTS ARE HERALDING THE RENAISSANCE of skiing as a sign that snowboarding has finally lost its leading edge, and that if you really want to cut a dash on the slopes, you need two planks strapped to your feet, not one. Those into their games know that, in the console world at least, the snowboard reigns supreme, and it's as if Sloanes in Val d'Isere and Day-Glo pink snowsuits never happened.

While jetting off to the Alps is a nice idea in theory, mountains tend to be damn cold and snow is a good deal more painful to land on than you might think. Reason enough, then, for the armchair adrenaline junkie to take the virtual option and relax in the comfort of the lounge. Boarding titles have been a regular across all platforms in recent years and, save the futuristic hoverboarding seen in *Trickstyle*, *Snow Surfers* is the first such game to swoosh onto Dreamcast.

TEARING UP THE SLOPES

If you've ever played *Coolboarders* on PlayStation, you'll feel instantly at home with *Snow Surfers*, – not surprising if you bear in mind that it comes from the same development team. True to form, the game combines all-out speed with jumps and tricks over conventional downhill runs and special stunt stages. Success on a particular track unlocks the next one, and winning requires that you not only reach the checkpoints on time, but also gain points through pulling hugely impressive tricks, although excelling in one can be adequate to see you through.

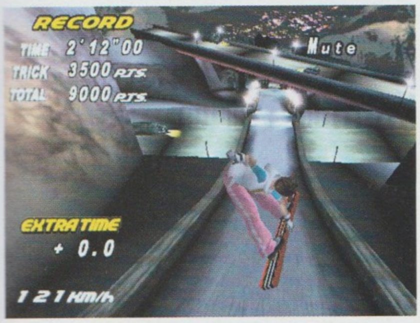
So far, so predictable. A choice of characters, all with their own strengths and weaknesses, plus various outfits and boards to suit the different courses and your own warped fashion sense complete the options.

The single-player Freeride mode is by far the biggest section of the game, and sees you racing against the clock on a series of increasingly complex courses that test your skills and reflexes. As you progress, the courses offer more varied routes, some of which are faster or offer the potential of more points by guiding you over additional trick areas. These are the specified sections of the track where, by letting fly with a well-timed combo, you can earn points that go towards your final tally. Although tricks pulled at other places won't earn you points, they do give you extra time, which means the fastest rider on the fastest board won't always win. Experimentation is the key to opening up the hidden characters, boards, tracks and costumes that exist.

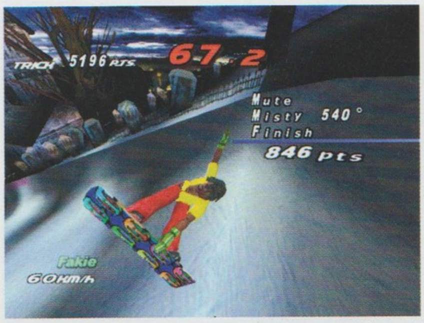
BLOCK ROCKIN' BEATS

Visually, *Snow Surfers* is a little disappointing, especially the blocky introduction that does very little to inspire you with any confidence or excitement. However, the backgrounds are superbly rendered, and some courses inspire a genuine sense of vertigo as you glimpse at the valley floor far below.

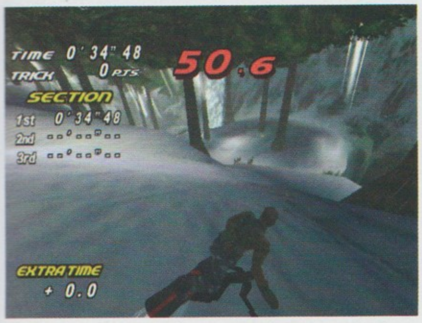
Everything moves with lightning speed – even in two-player mode, and the characters are all realistically animated, but the feeling persists that the graphics are lacking a certain edge that would have made the game a bit more special. Once you're actually playing though, any niggles about the graphics are soon forgotten, as this is one addictive game. Aided by the intuitive controls, you're soon carving like a pro and the 'one more go' factor keeps you playing far longer than you


RECORD
TIME 2'12"00
TRICK 3500 PTS.
TOTAL 9000 PTS.
Mute
EXTRA TIME
+ 0.0
121 KM/h

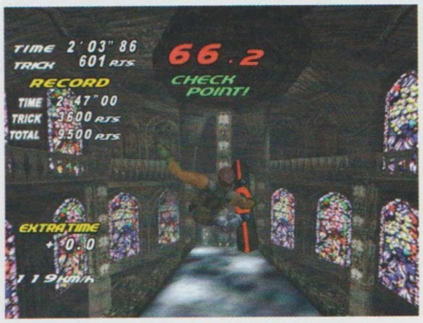
△ Courses drop away with vertigo-inducing steepness.


TRICK 5196 PTS.
67.2
Mute
Misty 540°
Finish
846 pts
Fakie
60 KM/h

△ A nice trick and worth plenty of points if you can land it.


TIME 0'34"48
TRICK 0 PTS.
50.6
SECTION
1st 0'34"48
2nd
3rd
EXTRA TIME
+ 0.0

△ The forest section is recommended for tree lovers.


TIME 2'03"86
TRICK 601 PTS.
66.2
RECORD
TIME 2'47"00
TRICK 3600 PTS.
TOTAL 9500 PTS.
CHECK POINT!
EXTRA TIME
+ 0.0
119 KM/h

△ Turn tricks into a near-religious experience.

SPEAK OUT

SNOW SURFERS PRODUCER AND CHAMP **KATS SATO** FROM SEGA IS THE MAN ON THE INSIDE.

WHAT'S THE BEST THING ABOUT *SNOW SURFERS*?

You don't have to be cold to do some amazing tricks. Seriously, it's the most realistic snowboarding game to date. It's not just the power of Dreamcast that's bought it to life, but also the amazing physics that have been put in by the developer (UEP Systems).

WHAT ARE THE MAIN INSPIRATIONS BEHIND IT?

Well obviously snowboarding, but also we wanted to bring the feeling of snowboarding mixed with the whole coolness of the snowboarding scene. For example, the Super Pipe section is where you can attempt the most amazing tricks ever – sometimes you can amaze yourself.

WHAT'S THE BEST GAME YOU'VE SEEN ON DREAMCAST?

It's a tricky question but the answer has to be *Sonic Adventure*. It's not only the depth and beauty of the single-player game, but also the extensive network features the Sonic Team have put in the game.

intended. Finding all the different routes down the tracks and the best way of using them to make the most of your choice of character, keeps you coming back long after it should have passed its sell-by date.

HEADING DOWNHILL FAST

Snow Surfers is a highly competent and enjoyable game – the two-player mode being the most enjoyable aspect of the game, containing all the best parts of the single-player game along with some features of its own.

In the single-player mode the game is addictive and fun to play, and the secrets and varied methods of winning add replay value to the slightly limited total of five standard tracks. Weak crash sequences and some frustrating scenery glitches detract from the otherwise smooth gameplay, and are exactly the sort of details that can grate after a while. Even so, if you're a fan of snowboarding games there's much here that you'll enjoy. It doesn't exactly break the mould, and it could do with some tidying up around the edges, but it moves fast and will have you hooked before you know it.

PRICE: **£39.99**
PUBLISHER: **SEGA**
DEVELOPER: **UEP SYSTEMS**

VERDICT

EASY TO GET INTO, BUT LACKING THAT MUCH-NEEDED EDGE

UPPERS
Fast-moving • Multi-layered courses • The dude in the suit! • Excellent controls

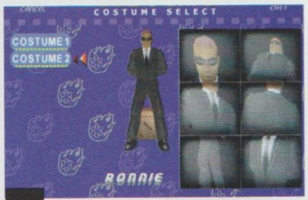
DOWNERS
Slightly disappointing graphics • Doesn't do anything new • "Wooaah, duude!" voices

IN ONE HOUR We'd got 2,664 trick points on the first course
WEBSITE www.dreamcast-europe.com
MAX PLAYERS 2
VIDEO MODES Full screen PAL

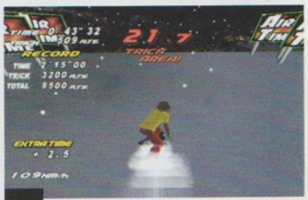
SCORE 6/10

WALKTHROUGH
PISTE AGAIN

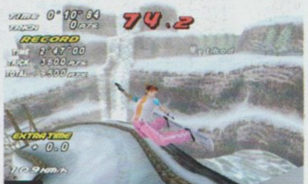
If you're gonna rule the snowboarding roost speed is not enough. You've got dress well and pull all the right moves. Here's how to do it!


COSTUME SELECT
COSTUME 1
COSTUME 2
RONNIE

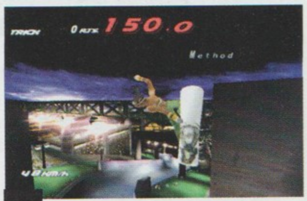
1 The baggy look is *sooo* last-season; the Reservoir Dogs look is what everyone is wearing at St Moritz these days.


21.7
RECORD
TRICK AREA!
EXTRA TIME
+ 2.5
109 KM/h

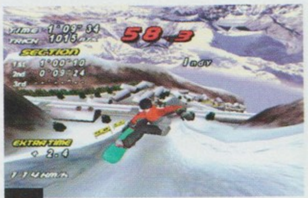
2 Trick areas on the freestyle courses enable you to rack up the points. Charge your jump and go for it!


74.2
RECORD
EXTRA TIME
+ 0.0

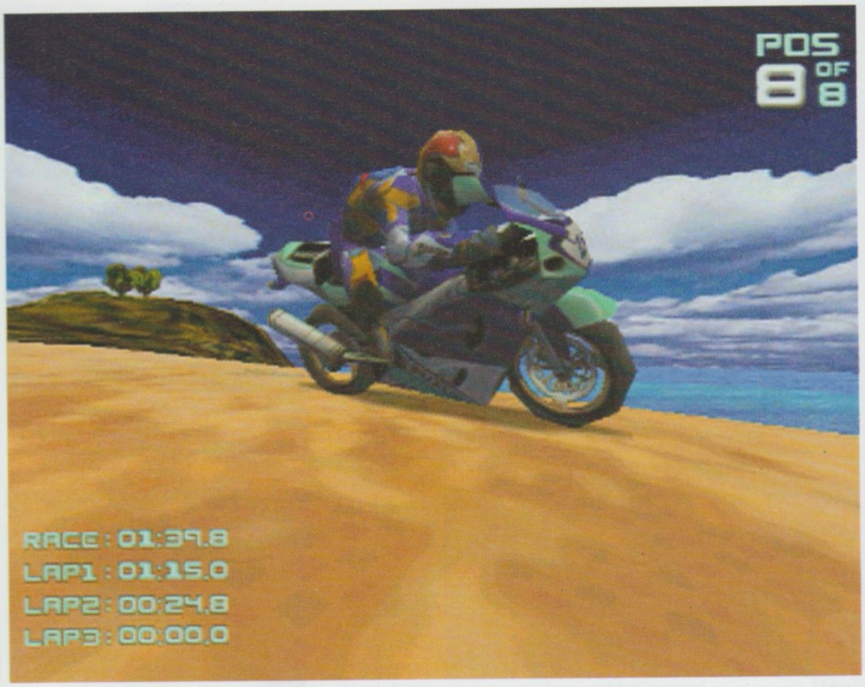
3 Don't look down! Land smoothly and the points are yours. Combine different grabs for a greater total.


TRICK 0 PTS. 150.0
Method

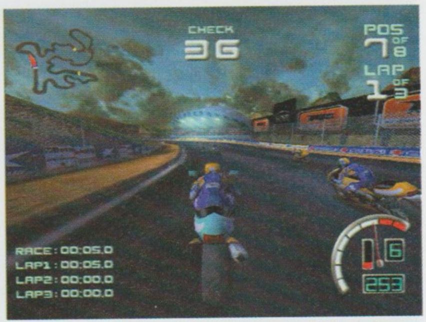
4 Get on the superpipe if you want to either practice your skills or simply mess around and look cool.


58.3
SECTION
EXTRA TIME
+ 2.4

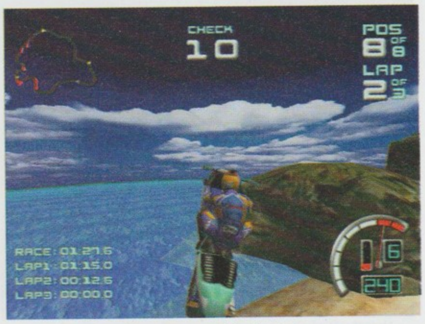
5 *Stunts don't have to be limited to the trick areas – a decent combo gains you time, so go get airborne!*



△ The game's bikes are modelled on the real-life vehicles used by Team Alstare.



△ The variety of tracks can't beat roaring over the line in front.



△ Tired of competing, the rogue bike headed out to sea.

SUZUKI ALSTARE EXTREME RACING

You don't have to have a greasy beard and listen to Mötorhead to get a kick out of motorbikes. Just ask STUART DREDGE

BIKES ARE GREAT. Childhood wouldn't be the same without BMX races, bunny hops, and the odd trip to casualty after 'popping' over the handlebars. We're a nation of cyclists at heart, so it's strange that so few of us progress to motorbikes when we're older. Given that though, it's not strange that this two wheeled exodus is reflected in the number of motorcycle racing games that are released on any machine format. However, for Dreamcast, the world's most exciting motor racing sport will be represented by Criterion's *Suzuki Alstare Extreme Racing* – the first two-wheeler on the grid.

The game is based on the Team Alstare racing squad, one of the top dogs in the bike racing business. Your aim is to become a fully fledged member of the team by proving yourself over several sessions of competition. The game features 12 tracks and six bikes to ride, ranging from the lightweight GSX-R600 Standard through to the fearsome GSX-R Superbike.

SPEED FREAK

You begin with a choice of just one bike and three tracks, with more being unlocked as you progress through the game. Most rounds contain between three and five tracks, and you're awarded points according to your finishing position in each race. Accrue more points than the other seven riders and you go on to the next round. Eventually you may even get to race for Team Alstare.

The most noticeable thing about *Alstare* is its sheer speed. Even on the slower bikes, the scenery zips by at an alarming rate. By the time you've progressed to the superbikes, you slam around the tracks faster than a greased-up ferret on a gallon of nandrolone. At its fastest, *Alstare* beats the pants off many Dreamcast racers, as even when you're bunched up with loads of other bikes, there's no real slowdown. This game is fast.

ON TRACK

The pace could easily be intimidating, but *Alstare's* learning curve seems just right. The early bikes are pretty nippy but manageable. On the superbikes, however, it's often more a case of trying to hang on rather than riding them. Still, the game's structure means that by the time

SPEAK OUT

WE GET THE LOWDOWN ON *ALSTARE* FROM **ADRIAN MOORE**, ONE OF THE GAME'S DESIGNERS AT CRITERION

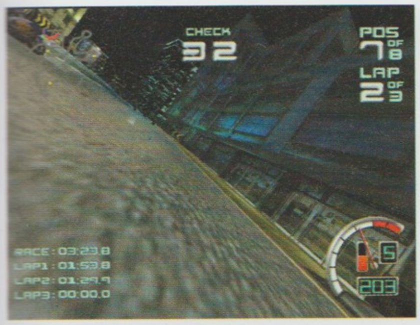
WHAT'S THE BEST THING ABOUT YOUR GAME?	**For me I guess it's the speed. It's a white knuckle ride trying to hang on to your bike while rocketing around the twists and turns of the many courses.**
WHAT'S YOUR FAVE TRACK?	**Tobacco Road. It's so good I saved it till last. You have to get pretty far into the game before you find it.**
WHAT WILL GAMES BE LIKE IN TEN YEAR'S TIME?	**They'll be alternative realities, plugged straight into the brain. They'll be thought-controlled and they'll totally revolutionise the way we live.**
WHO'S BEST: EDDIE KIDD OR EVEL KNIEVEL?	**Evel Knievel.**

AN ALSTARE IS BORN

SO WHAT IS THIS ALSTARE TEAM?

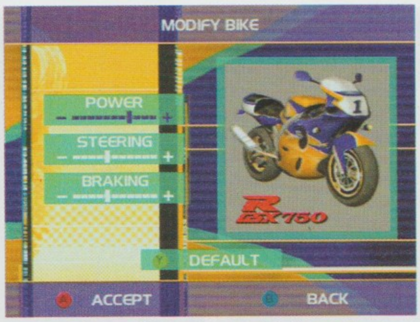
The Suzuki Alstare team made their name in the Supersport World Series, where two of their riders took first and third place in last year's championship. This year, besides that competition, Team Alstare are also competing in the World Superbike Championship. In the game, you get to race against Alstare's real-life riders – Fujiwara, Chili, Chambon and Pirovano.

RACE: 00:19.9
LAP1: 00:19.9
LAP2: 00:00.0
LAP3: 00:00.0
240



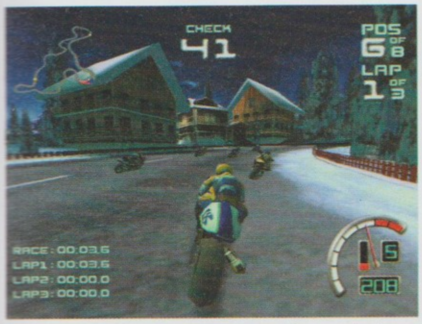
CHECK
32
POS 7 OF 8
LAP 2 OF 3
RACE: 03:23.8
LAP1: 01:53.8
LAP2: 01:29.9
LAP3: 00:00.0
203

△ The stomach-churning first-person view.



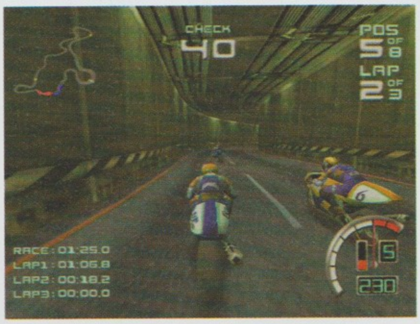
MODIFY BIKE
POWER
STEERING
BRAKING
1
GSX750
DEFAULT
ACCEPT
BACK

△ Tinker with your bike's settings to get the best performance.



CHECK
41
POS 6 OF 8
LAP 1 OF 3
RACE: 00:03.6
LAP1: 00:03.6
LAP2: 00:00.0
LAP3: 00:00.0
208

△ The scenery is great. But you won't have time to notice it.



CHECK
40
POS 5 OF 8
LAP 2 OF 3
RACE: 01:25.0
LAP1: 01:06.8
LAP2: 00:18.2
LAP3: 00:00.0
230

△ The action hots up when you enter narrow tunnels.

you get to them you should be able to handle the speed.

As you'd expect, the key to progressing in *Alstare* is learning the tracks. In Championship mode, every new round is a mix of unfamiliar tracks and ones you've seen before. So, you get to try old tracks on a faster bike, thus giving you a fighting chance of picking up a few points.

Alstare is challenging, but you never feel like you're totally stuck. The Championship mode has plenty of depth too. When you've beaten all the sessions, you get to do them all again – this time, with the tracks reversed.

Tracks are varied – yet they all look good, although not distractingly so. Surprisingly, two of the most difficult country tracks – Orchard Lane and Tudor Hill – are more difficult than some of the later ones. Don't expect to get round them without the odd crash.

Actually, the crashes are another cool thing about *Alstare*. Whether your rider is being slammed headfirst into a wall or hurtling off a cliff, it's generally funny enough to stop you feeling frustrated. When you do come a cropper, the restart is quite quick, so you don't lose too much time.

MOT

It's addictively playable, but *Alstare* does have some serious problems. The worst is the 'pop up' factor when you can see the scenery ahead of your bike being drawn as you go along, which can cause some problems, particularly when you're in two-player mode.

Other annoying glitches are minor graphical things, but others are more serious. Sometimes, when you come off your bike, the crash sequence loops a couple of times, losing you valuable seconds. More seriously, the collision detection doesn't always feel 'right', particularly when you hit other bikes. Rather than collide with a satisfying crunch, you skid off at a right angle, slamming into walls, while the other bike goes on its way.

So, with noticeable pop-up and weird collision detection, how come it gets seven out of ten here? Those two faults alone should be enough to cripple any racing game. That's true, and if you're a hardcore console driving nut you may well want to steer clear of *Alstare*. For the rest of us, however, it's not that simple. It's hard to explain, but the game is actually a lot of fun to play despite the flaws. Against all the odds, *Alstare* is definitely worth a look. And if you can ignore the glitches you may well end up falling for its charms.

PRICE: **£39.99**
PUBLISHER: **UBISOFT**
DEVELOPER: **CRITERION**

VERDICT

FANTASTIC FUN, DESPITE THE FLAWS

UPPERS
Spot-on learning curve • Varied courses • Compulsively addictive

DOWNERS
Annoying pop-up can cause problems • Collision detection can feel wrong

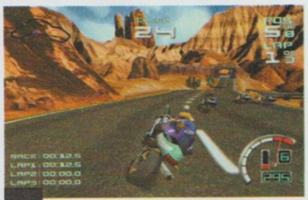
IN ONE HOUR We lapped Brooklyn Nights in 1' 37"
WEBSITE www.ubisoft.co.uk
CHECKOUT www.alstare.net for the real-life Alstare team
MAX PLAYERS 2
VIDEO MODES Full screen

SCORE 7/10

REVTHROUGH

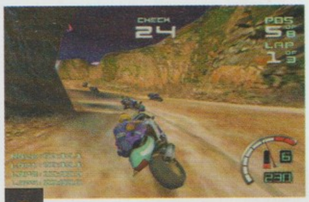
ON YER BIKE

Suzuki Alstare features a variety of tracks, which are unlocked as you progress through the ranks. Here's a quick peek at the first five you encounter



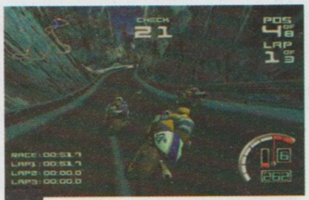
24
POS 5 OF 8
LAP 1 OF 3
RACE: 00:12.5
LAP1: 00:12.5
LAP2: 00:00.0
LAP3: 00:00.0
295

1 Sandstone Canyon: the easiest track in the game. A breeze to get around, with its lack of really tight bends.



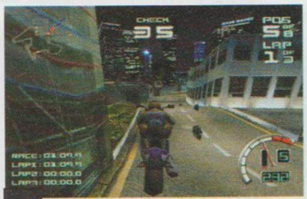
CHECK
24
POS 5 OF 8
LAP 1 OF 3
230

2 Tropical Trail: the game's second track should be easy, but it turns into a nightmare if you start flying off the verges.



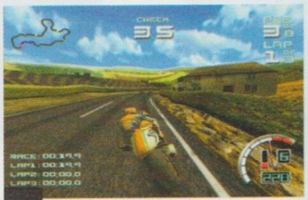
CHECK
21
POS 4 OF 8
LAP 1 OF 3
RACE: 00:51.7
LAP1: 00:51.7
LAP2: 00:00.0
LAP3: 00:00.0
262

3 White Mountain: a snow-covered level that shouldn't cause many problems. Watch out for the cute little houses.



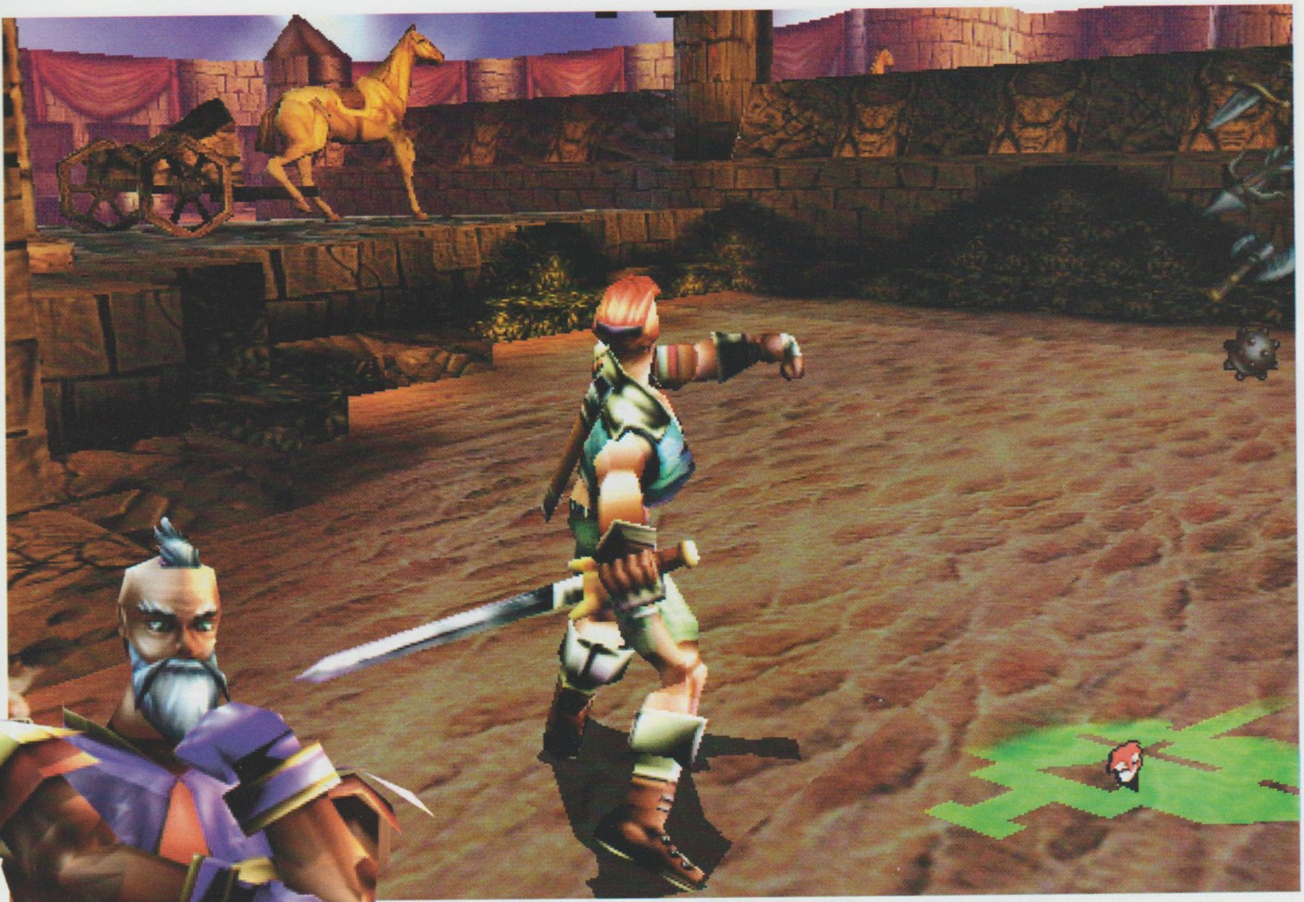
CHECK
35
POS 5 OF 8
LAP 1 OF 3
RACE: 01:09.9
LAP1: 01:09.9
LAP2: 00:00.0
LAP3: 00:00.0
232

4 Brooklyn Nights: one of the prettier levels in the game. Learn the hazards, beware of the U-bend, and it's great fun.



CHECK
35
POS 3 OF 8
LAP 1 OF 3
RACE: 00:19.9
LAP1: 00:19.9
LAP2: 00:00.0
LAP3: 00:00.0
220

5 Lush, tree-filled scenery. Can be really hard, and worse when you get the higher-powered bikes. Expect crashes.



△ Who wants shome then…? Ahhal tek yez ahll on. Wi' one arm tied behind me back… Yooush bunch of bashtards…

SOUL FIGHTER

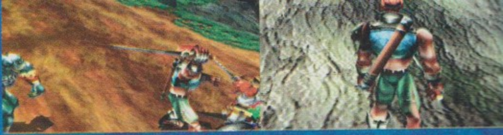
The first ever roving beat 'em up-cum-third-person fantasy role-player with platform elements! Confused? DAN TRENT is the man making sense of it all

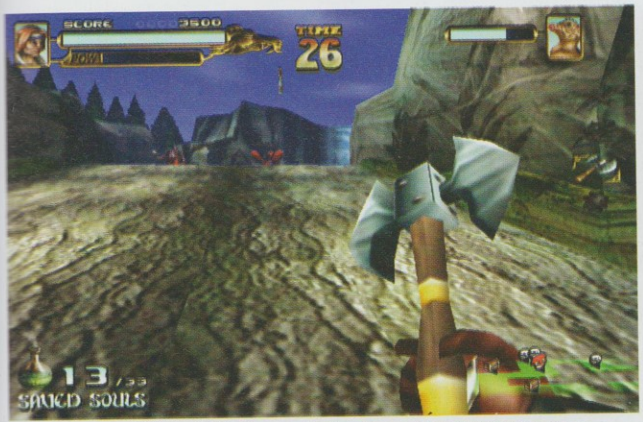
MUCH OF THE BUZZ SURROUNDING Dreamcast's launch has centred on high octane beat 'em ups like *Soul Calibur* and *Virtua Fighter 3tb*. And while these games are enormously popular, the classic format of this genre leaves little room for any real sense of story or adventure. While people who crave a bit of narrative and depth have traditionally been well-catered for with hugely involving RPGs that span huge levels and fantastic worlds, many people simply don't have the time or inclination to lose themselves so completely and are after something a little more visceral.

YOU GOTTA HAVE SOUL

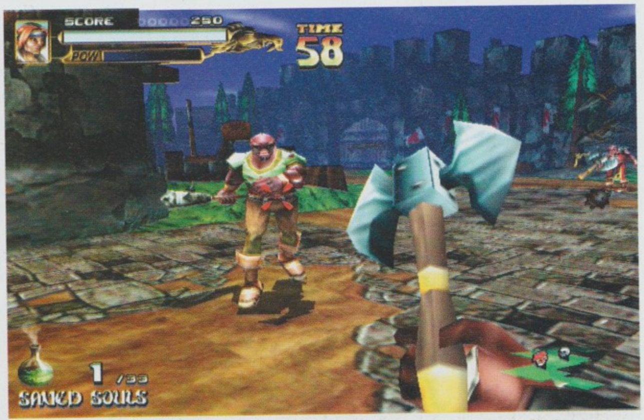
Enter *Soul Fighter*. Talking the talk of the classic beat 'em up, with combos, power-ups and the rest, but at the same time walking the walk of the immersive third-person RPG, *Soul Fighter* aims to please whether you want a quick ruck or a slightly more involved adventure.

Spanning six large 3D levels, the story involves you playing one of three characters as they battle to rescue the souls of the population of the kingdom of Gomar from possession by the forces of evil, led by the corrupted former queen and her son. Conveniently, rescuing their souls involves kicking the crap out of the monsters they have become in order to free their souls and carry them back to safety in a magic vial. At your disposal to help you in this task you have the usual range of punches, kicks, and combinations thereof, plus a weapon specific to your chosen character that you can use for limited periods. There's also a first-person view that enables you to pick off enemies from a distance using throwing knives and crossbows and the like, and a magic herb that wreaks particularly spectacular carnage on large groups of foes. Depending on your mood,

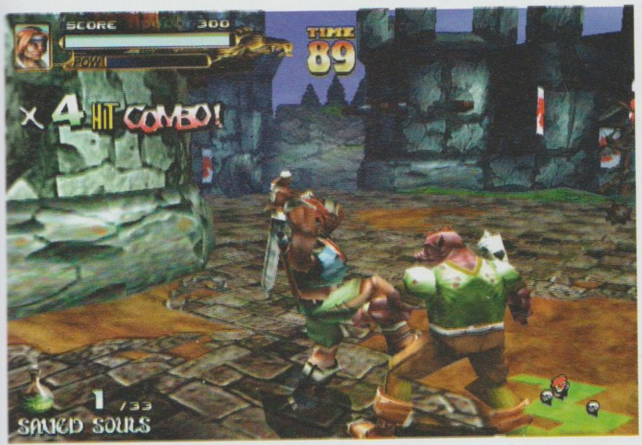




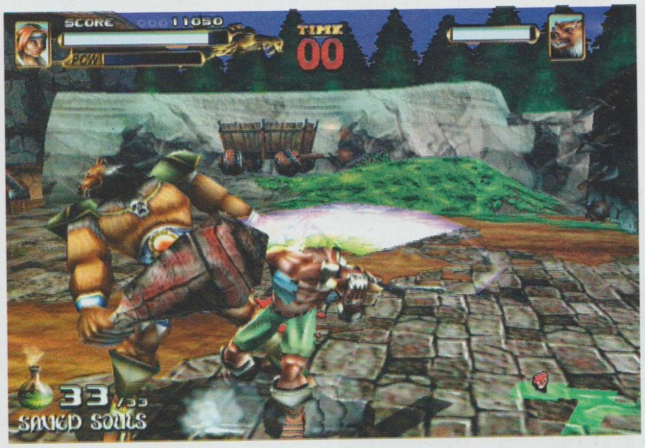
△ Axes, apart from being useful for chopping Christmas logs, can be thrown at distant foes…



△ …although when they get closer, somehow the axes seem to know that they're in for a treat.



△ Combos combine to make a super combo for use later – useful if you get into a tight corner.



△ Slice! Dun. dun, dun – another one bites the dust.

there's also a choice of two play modes: straightforward adventure mode that limits you to one character and one life, or the time-based arcade mode that enables you to change character between levels.

BRING 'EM ON

Having chosen a character, you're pitched in at the deep end, and it becomes immediately obvious that this is a game based on speed and thrills rather than skill and cunning. One-on-one enemies are dispatched quickly and easily, fooling you into thinking that the game is going to be a walkover. When all of a sudden you find yourself being attacked from all sides by hordes of demonic beasts, you realise you're going to have to start working really hard to stay alive.

Combos are quick to learn, and store power for a 'super-combo' that can be saved for when you're in a tight corner and need to deal with a particularly tenacious opponent. Health, extra weapons and scrolls with hints and tips are dropped by enemies as you rescue their souls, or found in the treasure chests that litter the levels, and these help to keep your energy up – particularly important in the 'one shot' adventure mode.

CLASH OF THE TITANS

While the character animation and movement is fast and smooth, the overall look of the game is a little below what might be expected of Dreamcast. A series of ▷

SPEAK OUT

WE SPOKE TO **LOUIE BEATTY**, MD AT PIGGYBACK INTERACTIVE ABOUT *SOUL FIGHTER* AND THE FUTURE OF GAMING

WHAT'S THE BEST THING ABOUT THE GAME?

It is the true arcade gameplay. Free roaming 3D and a first person view has yet to be seen on any platform. It's why *Soul Fighter* is the first true Next Generation game.

WHO'S YOUR FAVOURITE CHARACTER?

Each of the three characters has more than 100 dedicated motion-capture moves, each are in tune with the personality of the character. If I had to choose, I would go for Orion because of his magic powers.

WHAT'S THE BEST GAME ON DREAMCAST YOU'VE SEEN FROM ANOTHER DEVELOPER?

It would have to be *Crazy Taxi*. I played it at the Tokyo Game Show. It's incredibly true to the arcade game and is like nothing else available for home platforms.

HOW DO YOU THINK GAMES ARE GOING TO CHANGE OVER THE NEXT TEN YEARS?

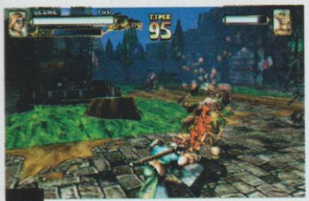
True multiplayer Internet gaming will be a consumer reality, technology will be standardised and product differentiation will be defined in terms of gameplay.

> "ALL OF A SUDDEN, YOU FIND YOURSELF BEING ATTACKED FROM ALL SIDES BY DEMONIC BEASTS"

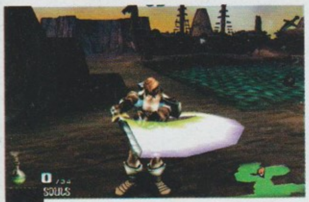
WALKTHROUGH

SLICE! THWACK!

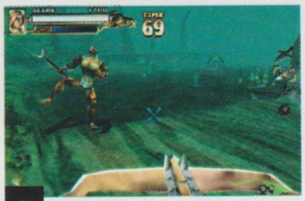
There may be 50 ways to leave your lover, but there are infinitely more ways to kick the living daylights out of a possessed soul



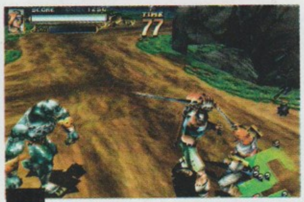
1 ▽ Tackling foes one-on-one means you can take your time and practice the moves you need later on.



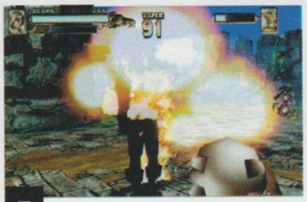
2 ▽ Tooled-up baddies require something more than fists – just as well you've got that sword then.



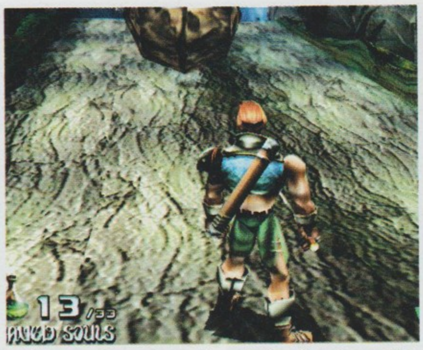
3 ▽ Axes and crossbows enable you to pick off the opposition from a safe distance but leave you vulnerable.



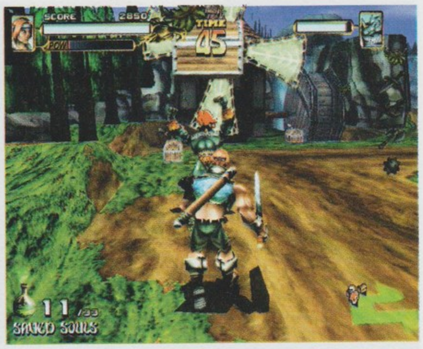
4 ▽ Uh-oh, surrounded by demons. This could well prove difficult to hack my way out of…



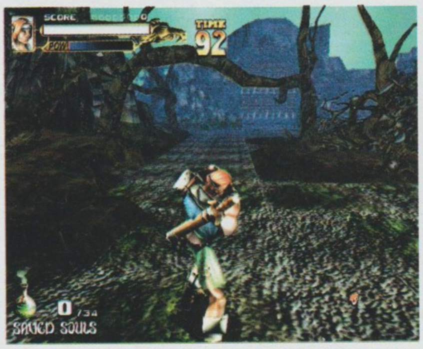
5 ▷ ...Just as well I've got this oil bomb then. I knew it would come in handy somewhere – Big badaboom!



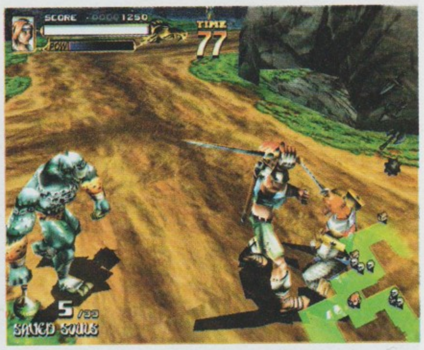
△ Altus was distressed to see his gardening efforts turn on him.



△ There's no reason to use fists when you've a nice, sharp sword.



△ Arcade mode sets a time limit for each level; get a move on!



△ Behind you! Enemies will attack you from all angles.

▷ particularly weak cut-scenes of the game's three heroes milling about crop up in a seemingly last-minute attempt to flesh out the adventure aspect of the game, but serve only to reinforce this impression. That said, the fast-moving nature of the game distracts attention from these shortcomings. Enemies' attacks are varied enough to keep you on your toes, although at times there seems to be a tendency for them to selflessly wait their turn for a beating, giving you time to carefully plan your attack. Generous, but hardly realistic.

At other times, the over-enthusiastic camera does little to help in the fights, often leaving you helplessly flailing in the wrong direction while an opponent gleefully unleashes bone-splintering combos from behind. To be fair, these are niggles, and on the whole the fighting is reasonably fluid and enlivened by a huge range of satisfying sound effects that go a long way to upping the tension. While fighting game purists might bemoan the simplistic controls and the fairly basic nature of the combat, it is very easy to pick up, and you soon feel confident enough to explore each character's strengths. Don't overlook the d-pad, either. While the analog stick is better for moving around, the d-pad often produces better results when accurate button pushing is required during the fighting.

IDENTITY CRISIS

Soul Fighter is an ambitious game that sets out to blur the boundaries between what have classically been sharply defined genres. For this it should be applauded, and it is, up to a point, also successful. It's dead easy to pick up and get into, and doesn't require a long apprenticeship before you feel confident. The choice of an arcade or adventure mode also goes some way to keeping everybody happy and enables you to vary the style of play considerably. In the end though, there just isn't enough variety in the gameplay to hold the interest, and the old 'jack of all trades, master of none' theme becomes apparent. It's still worth a look, and fits well with Dreamcast's manifesto of appealing to seasoned and casual gamers alike – but in the end, caution is advised before laying down your hard-earned cash.

PRICE: **£34.99**
PUBLISHER & DEVELOPER: **PIGGYBACK INT.**

VERDICT

BOLD CONCEPT, FAST-MOVING, BUT BECOMES A BIT REPETITIVE

UPPERS
Fast moving action • Uses an inventive combination of genres • Easy to get into

DOWNERS
Gameplay suffers from a lack of variety • Visuals lack any real flair • One player only

IN ONE HOUR Our magic vial was brimming with rescued souls, and we were kicking some possessed butt!
WEBSITE TBC
MAX PLAYERS 1
VIDEO MODES Full screen PAL

SCORE 6/10

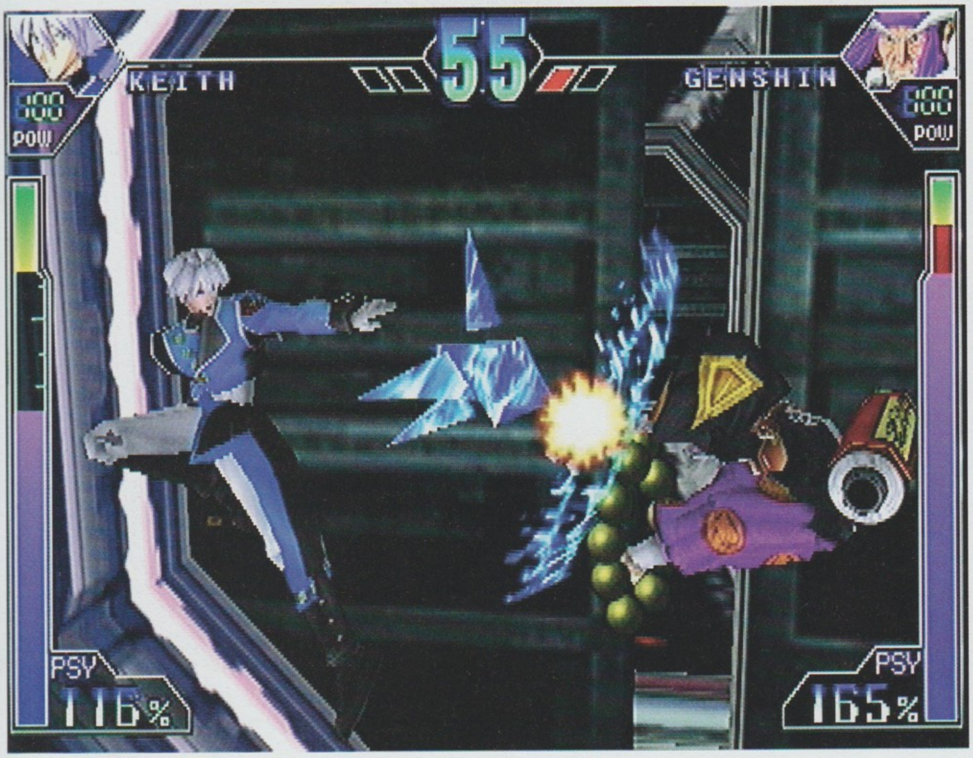
SUNDAY EVENING 21:00
get some time together.

40 hours continuous playtime. 16bit colour power. 14 hot titles. 6 cool cases. 1 machine. Zero alternative.

SNK

NEOGEO POCKET

NeoGeo £59.99 Games £24.99. Available at Electronics Boutique, Game, HMV, MVC, Dixons, Currys, @Jakarta, Beatties and all good independent retailers.



△ **He's called Keith, but his ice attacks are deadly.**

△ **The Story Mode introduces the characters.**

2 HITS
60 DAMAGE

△ **It's worthwhile practicing in Training Mode.**

△ **Use Watch Mode if you want to learn tactics.**

PSYCHIC FORCE 2012

I… I see the initials 'J' and 'K'. Yes, **JOHN KAPAR.** He can explain everything about this most mysterious game

PEOPLE WHO ASK THE QUESTION, 'If I could only buy *one* fighting game, which should it be?' please turn over. You see, fighting games are a universe unto themselves. It's a hardcore realm that would finish such lightweights as Lara Croft in an instant.

Perched on the hardened fingertips of this extreme is Taito's *Psychic Force 2012*. It's so hardcore that even the Japanese games press recommends it to fighting fans only. Yet it is so respected that Japan's premier arcade magazine, *Gamest*, voted it the best fighting game of 1998. Yes, *Soul Calibur* and *Virtua Fighter 3tb* ranked behind it.

Psychic Force 2012 owes its reputation to two things: the unique way it plays and it's greatest asset, which is one of the biggest obstacles most westerners face: its presentation. This unabashed, pure, cartoony 'animé' is going to prove a real turn-off for players who prefer 'realism'. The size of some of the haircuts shows how wacky the fighters get. But these guys do grow on you – they're quirky, and that's why they're so cool.

If the style isn't a problem for you, you're ready to take a '360-degree All Range Battle' lesson – *Psychic Force*'s trademark combat system. Fighters in this game, known as Psychiccers, compete in a floating arena called a Psy Cube where they fly and dash around opponents on a 360-degree, 2D axis. The walls of the Psy Cube contain the fight, and you have the space in between to cause problems for your opponent.

All Range Battles balance fireballs with the tactical placement of traps, and swift maneouvers comprising punches and kicks. Each Psychiccer possesses a unique power to complement their strategy. The angelic Emilio, for example, places reflectors within the cube, and later triggers them to bounce laser beams all around. Gudeath, on the other hand, simply slams head's into the wall. Each Psychiccer's ability counters another's.

Learning is tough. You only use three buttons, but you have to think creatively, and at a lightning fast speed. Be warned that the computer Psychiccers show no mercy – even on the easiest setting.

Stick with it, though, and you will find yourself richly rewarded. True, *Psychic Force 2012* is certainly not a showcase game for Dreamcast but it's far from unimpressive. You shouldn't choose *Psychic Force 2012* over the top Dreamcast fighters (and no one should miss out on *Soul Calibur* – see page 64), it is well worth checking out as an innovative alternative. Even if the game's coolest character is called Keith.

PRICE: **£39.99**
PUBLISHER: **ACCLAIM**
DEVELOPER: **TAITO**

VERDICT

FOR HARDCORE FIGHTING ACTION, START RIGHT HERE

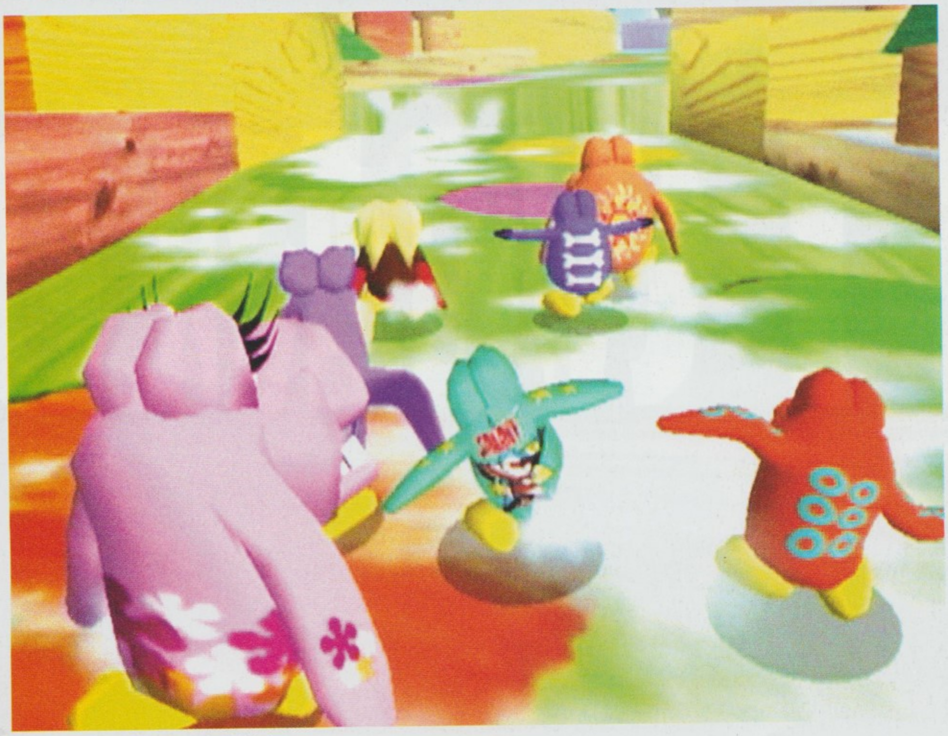
UPPERS
A new combat system to learn•Top quality animé characters•Great music & sound effects

DOWNERS
Vertical learning curve? •Animé not to all tastes •Nor is a techno-rock soundtrack

IN ONE HOUR Being repeatedly slaughtered by third opponent
WEBSITE www.taito.co.jp
CHECKOUT www.geocities.com/TimesSquare/Arcade/7184/PsychicForce.html
MAX PLAYERS 2
VIDEO MODES Full-screen PAL

SCORE 7/10

COLLECTED : 31 (70%)



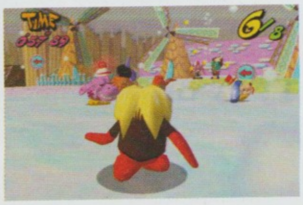
△ Pen Pens wobble but they don't fall down.

PEN PEN

The barmiest Dreamcast game ever prepares to invade the UK. STUART DREDGE sees if he can p-p-p-pick it up

IT'S DIFFICULT TO DESCRIBE *PEN PEN* without sounding like an acid casualty, but here goes. It's a racing game, but instead of bikes or cars it features a host of garishly coloured creatures: there's Sparky the penguin, Ballery the hippo, Mr Bow the dog and… well, you get the idea. It's the Banana Splits meets Mario Kart, basically, with a dash of *Let's Pretend* thrown in for good measure.

The races take place on four themed tracks, each split into sections where you either swim, run or slide through on your belly. Each Pen Pen plays differently; some are better at the sliding, while others are faster swimmers. You can play each track at five levels, the aim being to finish in first place on them all.



△ Prepare to storm the front.

There's also the dress-up function – which is where the *Let's Pretend* comparison comes in. Winning races unlocks new items to dress your character in, some of which can be combined as outfits. It's fun, but it doesn't noticeably affect the gameplay, which is a shame.

Pen Pen isn't an awful game by any stretch of the imagination. It looks great, and the character animation will have you in stitches. However, the problem is that it's far too easy. It takes only a couple of races on each track to suss out the layouts, and with only four tracks in the game there's very little depth to it. This might sound harsh, but even non-hardcore gamers are likely to have cracked it within a week. Value for money? 'Fraid not.

The only reason to consider splashing out on it is the fun four-player mode, although finding three mates willing to play *Pen Pen* rather than other Dreamcast games may prove difficult; and the gameplay is as limited as ever.

It's no fun slagging off *Pen Pen*, because as a game, it's genuinely likable and definitely one of the more original Dreamcast titles in terms of concept. Even so, with the best will in the world, we can't recommend it as a good buy – rent it or borrow it from a friend.

PRICE: **£39.99**
PUBLISHER: **INFOGRAMES**
DEVELOPER: **GENERAL ENT.**

VERDICT

CUTE AND INNOVATIVE, BUT FAR TOO EASY

UPPERS
The Pen Pens are full of character • Good fun in multiplayer mode

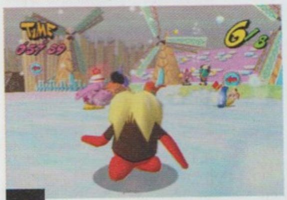
DOWNERS
Doesn't offer a decent challenge • Tweeness gets on your nerves after a while

IN ONE HOUR We'd already licked Mrs Cream's Sweets level. Oh yes
WEBSITE www.infogrames.co.uk
MAX PLAYERS 4
VIDEO MODES Bordered PAL

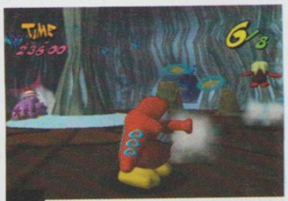
SCORE 6/10

WALKTHROUGH
FUN IN THE KITCHEN

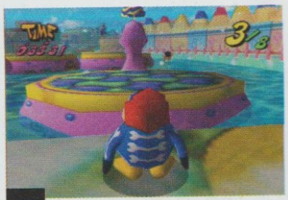
Pen Pen may be an easy game to complete, but each level has at least one tricky obstacle that has you pulling your hair out in frustration. And here are the worst…



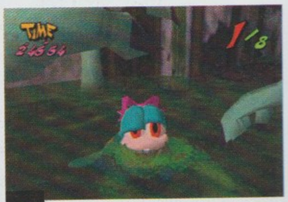
1 On the Sweets track, windmills give a blowback you don't want, making you struggle against strong winds.



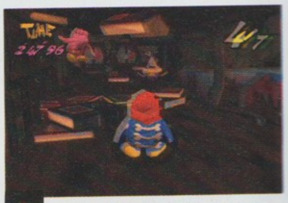
2 The rotating floor is a nightmare – get across quickly or it'll send you from front to back in a few seconds.



3 Okay, so it's not that difficult, but jumping onto trampolines takes skill, experience and a bit of luck.

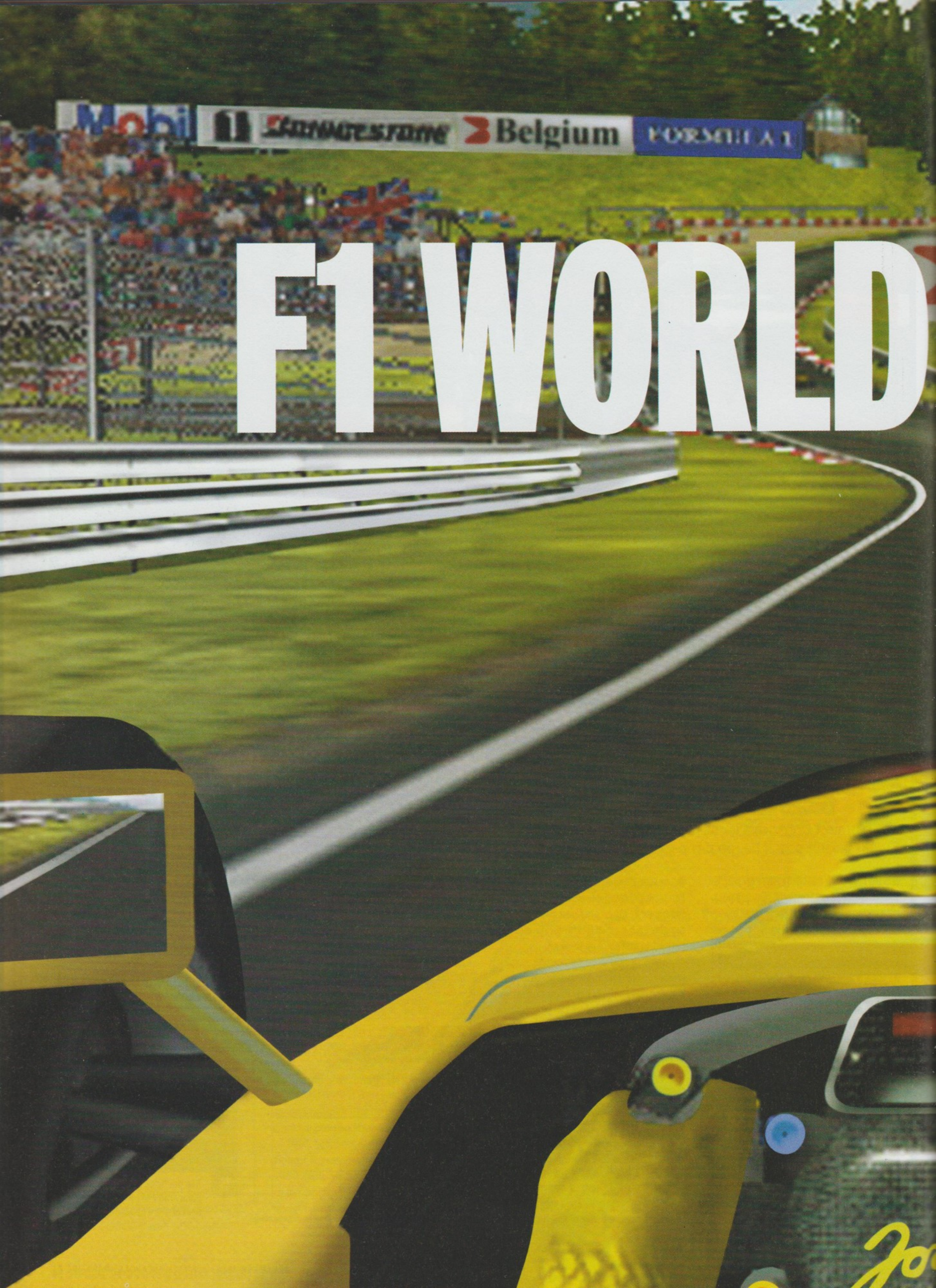


4 Quite a few tricky bits litter the Horror track, but these grasping, stunning hands can be merciless.



5 And the flying books in this spooky library can end up giving you one heck of a real headache.

F1 WORLD


Mobil
Bridgestone
Belgium
FORMULA 1

GRAND PRIX

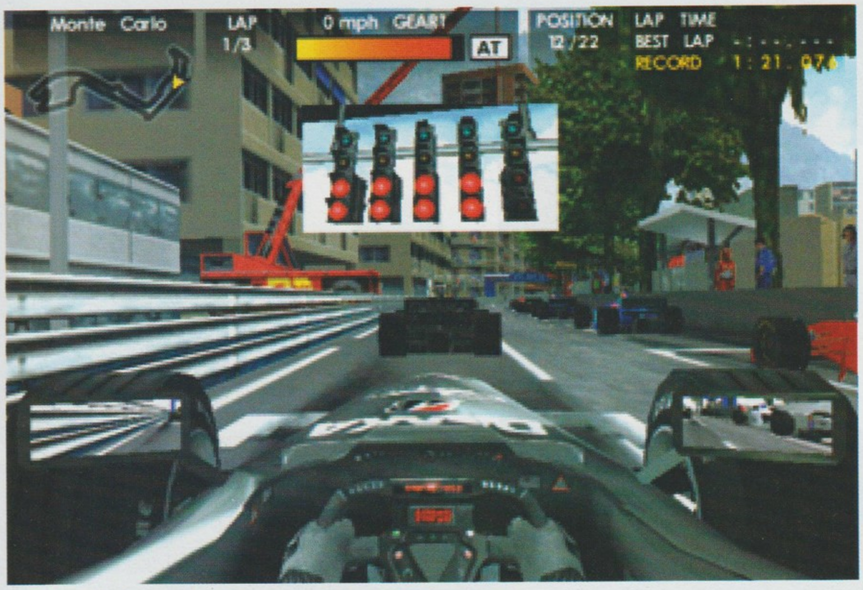
Put yourself in the driving seat as the first official F1 game for Dreamcast races towards the chequered flag. **DAN TRENT** is our man in the commentary box

ON THE CD

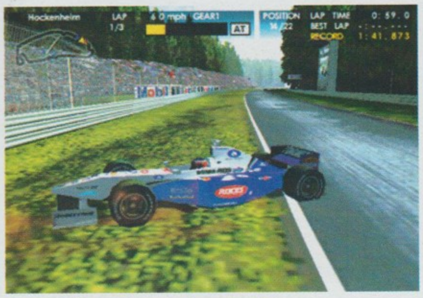
UNTIL A COUPLE OF YEARS AGO, formula one was in the absurd position of being one of the fastest moving yet fantastically dull sports around. Even the classic double act of James Hunt and Murray Walker couldn't hide the fact that most people would rather endure root canal work than sit through an entire Grand Prix. Thanks to rule changes and a new crop of drivers who actually bring a bit of passion and character to the enterprise (Nigel who?), formula one is now one of the biggest spectator sports in the world, with more than 50 million people regularly tuning in to the action. Unsurprising, then, that formula one games are always strong sellers, whatever format they're on.

ON THE ROAD AGAIN

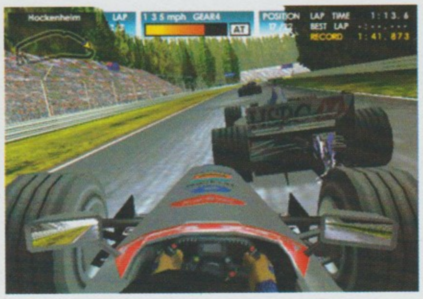
F1 World Grand Prix's official backing means a heap of features that rival games can only dream of. Along with the obvious bonus of having all the real driver and team names, access to FIA plans for all the courses ensures that every last kerb, dip and gradient ▶



△ **The Monaco start viewed from the cockpit. Not the easiest circuit to start on.**



△ **Uh-oh, it's all gone pear-shaped again.**



△ **You can use your opponents' slipstream to slingshot past.**

SPEAK OUT

WE SPOKE TO **NICK TROUT,** FROM DEVELOPERS VIDEOSYSTEM, ABOUT THE GAME AND THE FUTURE OF GAMING

WHAT'S THE BEST THING ABOUT THE GAME?

Visual quality and car handling. We put a lot of effort into creating a playable car model so the game is easy to pick up and fun to play.

WHAT'S THE BEST DREAMCAST GAME YOU'VE SEEN FROM ANOTHER DEVELOPER?

***Soul Calibur*. The character models, effects and animation are stunning. *Shenmui* also looks impressive.**

HOW DO YOU THINK GAMES ARE GOING TO CHANGE OVER THE NEXT TEN YEARS?

Production values will become closer to film production values, and I can see greater collaboration between directors, actors and editors. Hopefully some exciting games with some substance will come out of all this technology, not just visual feasts the way Hollywood seems to have gone since computer effects got introduced to films.

▷ has been faithfully reproduced. While this level of detail will no doubt appeal to the hardcore Grand Prix fanatic, much has been done to ensure that those for whom formula one is little more than soothing morning-after viewing will be able to enjoy the game. To achieve this, the game utilises a straightforward structure that is simple to navigate and gives you the option to adjust the difficulty according to experience, ability or sobriety.

A choice of race modes means you can choose whether you want to go the whole hog and race the entire 1998 season, or simply challenge a mate to a race. For those just wanting to pick up and play, the single-race option enables you to race on any track, while those wanting a more involved game can opt for the potentially huge championship game.

This is the section that formula one fans can really get into, and you can get incredibly involved with setting up your car correctly, experimenting with tyre choice and fuel loads, and fully exploiting all the practice sessions to ensure you're competitive on race day. Thankfully you can still skip all this if you don't have the time or inclination, but if you do you'll be missing out, as this aspect of the game is where a lot of effort has been put into making it as realistic as possible.

Take the qualifying, for instance. The pit lane is a hive of activity as your rivals zip in and out, and you can ▷

FLAG HIM!

F1 World Grand Prix is a great game, but how does it match up to the real thing? We went to Silverstone to find out from the people who race there

IT'S ALL VERY WELL FOR US to harp on about *F1 World Grand Prix*'s realism and accuracy, but as committed armchair motor racing fans there's only so much we can say about how realistic the game is. To really put it to test, and to test the accuracy of the developer's claims that the courses are inch-perfect to the real thing, we went along to Silverstone to find out for ourselves.

When it comes to expert knowledge of the track you'd be hard pressed to find three more experienced drivers than the panel of experts we assembled for our test. During the week, all of them work as instructors at the circuit, then at weekends they race in a variety of different championships. As a result, they're well-placed to pass comment and come up with the best tips to guarantee success.

Motorex 2000
LOCTITE
Silverstone

△ **Yeah, I can see what the problem is mate, your wheels have fallen off.**

Initial comments from the Silverstone boys revealed that they aren't exactly committed gamers, but the arrival of a Dreamcast soon showed that they all know their driving games. "The original version of *Sega Rally* is one of the best arcade games ever produced," according to Verge. "The feedback through the steering wheel compared to what you can see is extremely close to how it is in real life."

Tim wasn't so enamoured with the steering in the game, complaining: "It's not sensitive enough. They need to sort out the control of the cars, because you just can't drive the corners smoothly enough, and that's really important. Getting yourself set up for the corners is

△ **The look on Michael's face says it all. These boys take racing seriously.**

the most important thing if you want to get round fast. If you balls up the entry it messes up the whole thing."

Verge agrees: "It's the most common mistake. The fastest way to take a corner is slow in and fast out, whereas most people enter corners far too fast and end up losing all their momentum."

Andy pitched in, having witnessed a rather lame lap by *ODM*. "You were turning in five or six times with lots of little corrections, whereas you need to turn in with one smooth, consistent movement and hold that line."

While the response to the game seemed quite scathing at first, with comments about misplaced grandstands and oversized kerbs, the mood suddenly shifted with a loud whoop from Tim. "One minute thirty-one – eat that."

Verge seized the control pad and was off. Smoothly through Beckett's and looking good, but 1:34 wasn't quite fast enough, and Tim looked smug: "That was pants, you're off the pace!"

In an instant, any nit-picking about the game's lack of braking markers was forgotten and the competitive spirit was well and truly awakened. With the tension building, the lap times dropped. But despite everybody's best efforts, nobody could better 1:31 and it was starting to turn ugly, so we adjourned to the track outside for photos and a quick blast around the circuit.

Upon our return, Verge was conspicuous by his absence. Suddenly there was a loud shout and he emerged. "Just did 1:28:040. No word of a lie!"

THE GAUNTLET IS THROWN DOWN

• Can you better this time? If you reckon you can go faster than our drivers, you need to be at Silverstone in the Time Attack mode playing as Mika Hakkinen in the McClaren on expert level. Good luck – and no cutting the corner…

THE PLAYERS

Who are they? Our panel all work at Silverstone Drive as instructors, as well as taking part in a host of different championships

TIM MULLEN

YEARS DRIVING: Four.

CURRENTLY DRIVING: In a four-way tie for the Palmer Audi Championship (one step below formula 3).

FASTEST LAP ROUND SILVERSTONE: "About 1:48 in a formula Vauxhall."

GRAND PRIX HERO: "I can't say, really, I've got respect for them all."

SCARIEST MOMENT: "Loads! You're always pushing it, and you usually end up crashing once a year or so."

WORST HABIT: "Road rage at slower drivers!"

ANDY PRIAUOX

YEARS DRIVING: Sixteen.

CURRENTLY DRIVING: Having won every round so far, Andy is on his way to the title in the Renault Spider Cup.

FASTEST LAP ROUND SILVERSTONE: "1:41 in a formula 3."

SCARIEST MOMENT: "Probably when I met Michael!"

GRAND PRIX HERO: "Senna, without doubt. Amazing driver."

WORST HABIT: "Wanking too much. No, pestering the car in front. I'm a bit too pushy."

MICHAEL VERGERS

YEARS DRIVING: Eleven

CURRENTLY DRIVING: Official test driver for Ford, having won the formula Ford Championship.

FASTEST LAP ROUND SILVERSTONE: "Around 1:50 in a GT2 car."

SCARIEST MOMENT: "Barrel-rolling a Formula Ford at Snetterton."

GRAND PRIX HERO: "Fangio. We share the same birthday and he was one of the best."

WORST HABIT: "Driving with my knee while eating or answering the phone."

THE RIGHT TRACK

Whether you're a committed motor racing fan with petrol racing through your veins, or a part-time Grand Prix viewer, the otherwise peaceful corner of Oxfordshire known as Silverstone is a place that has special reasonance. The circuit for the British round of the F1 World Championships, Silverstone has been the spiritual home of this country's motor racing since its conversion from an airfield shortly after the war. Vast sums of money have since been poured into ensuring the circuit meets the high standards expected of Grand Prix tracks, and Silverstone is often cited as one of the best tracks on the formula one tour.

While most weekends see Silverstone hosting races in everything from go-karts to F1, on weekdays the course is open to members of the public who want a taste of the real thing. For a reasonable outlay, instructors like our expert panel will hone your skills in the art of high-speed driving in a race-prepared Lotus Elise or a single-seat formula Ford. If you prefer your adrenalin hit off the tarmac, there are also courses in rallying and 4x4 driving.

• To find out more about the courses, phone **Silverstone Drive on 01327 850100.** *If Silverstone is a bit of a hike, there are also centres at Donington in Nottinghamshire, and Croft in North Yorkshire.*

RAC
LOTUS
Silverstone
1

△ **When you've got toys like this at your disposal you know you're in the right job.**

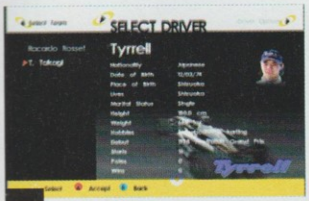
Jim Russell Silverstone
Silverstone Drive

△ **A jubilant Tim puts in another quick lap but is it quick enough?**

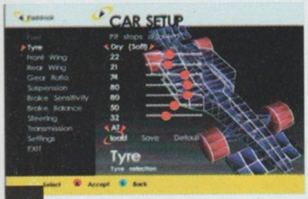
DRIVETHROUGH

HE'S GONE INTO THE PITS!

F1 World Grand Prix is full of the sort of loving detail that makes it an absolute joy to sit down and play

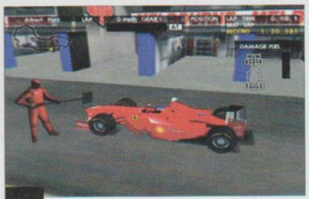


1 All the drivers are there apart from Villneuve, who has apparently copyrighted his name. Right.

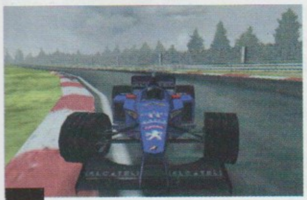


Fuel Pit stops
Tyre Dry (Soft)
Front Wing 22
Rear Wing 21
Gear Ratio 74
Suspension 80
Brake Sensitivity 80
Brake Balance 50
Steering 32
Transmission AT
Settings load Save Default
EXIT

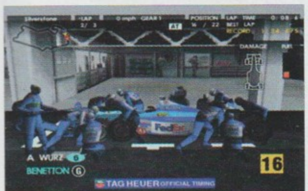
2 Tweak your car to guarantee that it'll be you standing on the podium spraying the champagne.



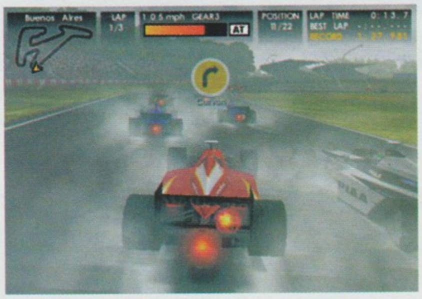
3 Test those settings in the practice sessions, then it's back to the pits for more tinkering.



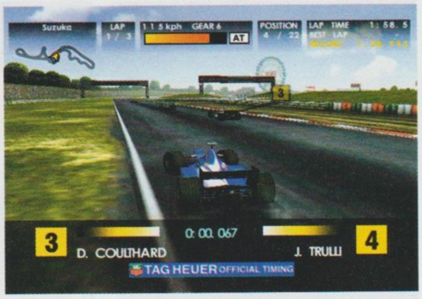
4 Far from an afterthought, the weather effects are brilliantly done. Watch that tyre choice.



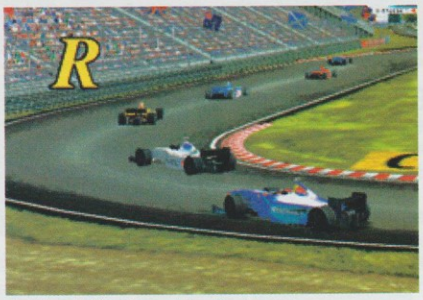
5 Come into the pits and you find a full 16-man crew waiting to sort out your car for you.



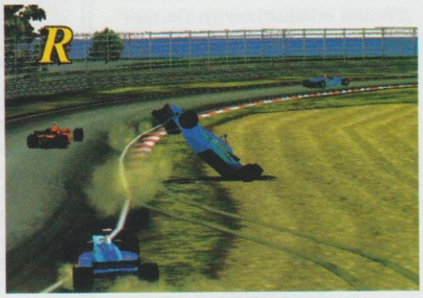
△ Things get even trickier in the wet.



△ Details like a moving Ferris wheel add to the atmosphere.



△ Blimey, it's just like watching it on the telly.



△ Woaaaah! There goes your no-claims bonus.

"AN EXCELLENT GAME WITH SUPERB PLAYABILITY"

▷ check your progress as their times are posted on the leader board. It's a nice touch, and is typical of the attention to detail that runs throughout the game.

PODIUM PLACING

Out on the track, the first thing you notice is the superb handling of the cars. The balance between arcade playablity and accurate simulation is spot on, but it requires a certain finesse to master. Less is often more, and through careful use of the analog controls you soon learn the knack. Another nice touch is the inclusion of the major events from the '98 season. Select this, and in races of more than 12 laps you see, and are part of, events like the huge pile-up at Spa, and whizz past Schumacher as his engine blows at Suzuka. You can even choose to have the safety car come out after major crashes, or select warning and penalty flags that will have you disqualified before you know it if you try anything clever.

All in all, *F1 World Grand Prix* is an excellent game with superb playability and a great deal of depth. There are so many options to race with that, even if you complete it and win the championship as Schumacher on six-lap races, you'll want to see if you can do it as Olivier Panis over full-length Grands Prix. Lush graphics and a clear structure ensure appeal for less committed formula one fans, although ultimately your level of interest in the sport is crucial to your enjoyment.

If there are any niggles about the game, the main one is the lack of competition in the match race: it's impossible to race the full grid, and it's a shame that it's just the two of you whizzing around the track. That said, this isn't an arcade style racer in the mould of *Sega Rally 2* and, unless both of you have played the game before, you'll be spending more time in the gravel than on the tarmac. In conclusion though, *F1 World Grand Prix* is extremely competent, and if formula one is your bag then you won't be disappointed.

PRICE: **£39.99**
PUBLISHER: **SEGA**
DEVELOPER: **VIDEO SYSTEM**

VERDICT

LAVISH DETAIL AND LUSH VISUALS DON'T COME AT THE EXPENSE OF DEPTH AND CHALLENGE

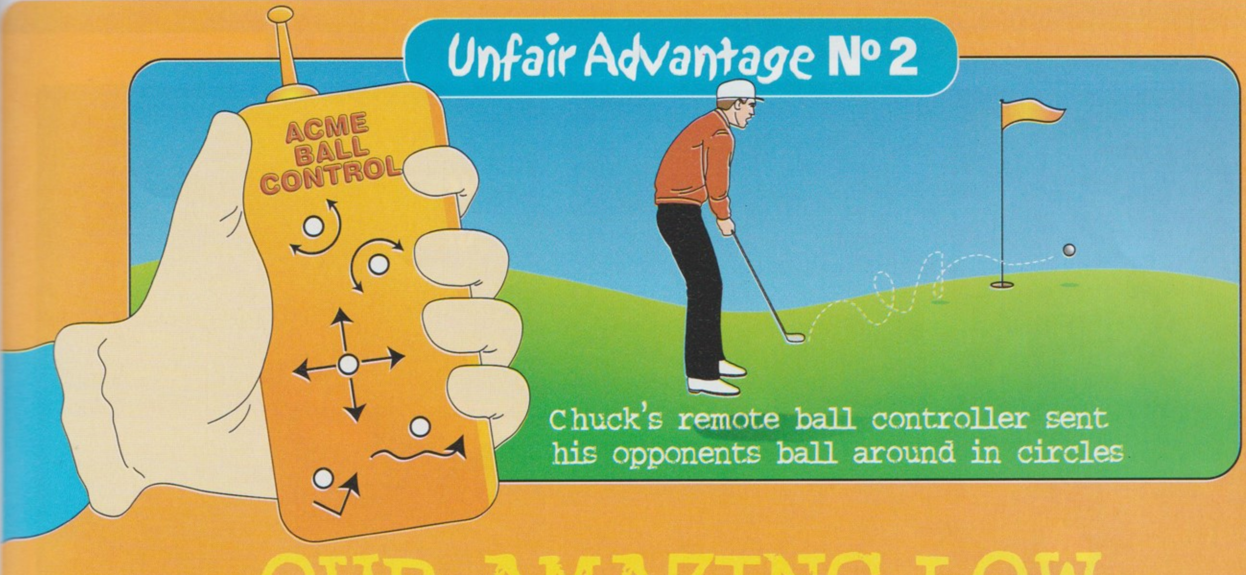
UPPERS
Balanced and involving gameplay • Lovely to look at • Wealth of detail and features • Fret-wank-free soundtrack!

DOWNERS
No full grid for two-player mode • Little of interest for those who are not fans of F1 • No Murray Walker!

IN ONE HOUR We were up with the leaders at Silverstone
WEBSITE www.dreamsquare.co.jp
MAX PLAYERS 2
VIDEO MODES Full screen 50Hz, 60Hz option and VGA compatibility

SCORE 8/10

Unfair Advantage Nº 2



Chuck's remote ball controller sent his opponents ball around in circles

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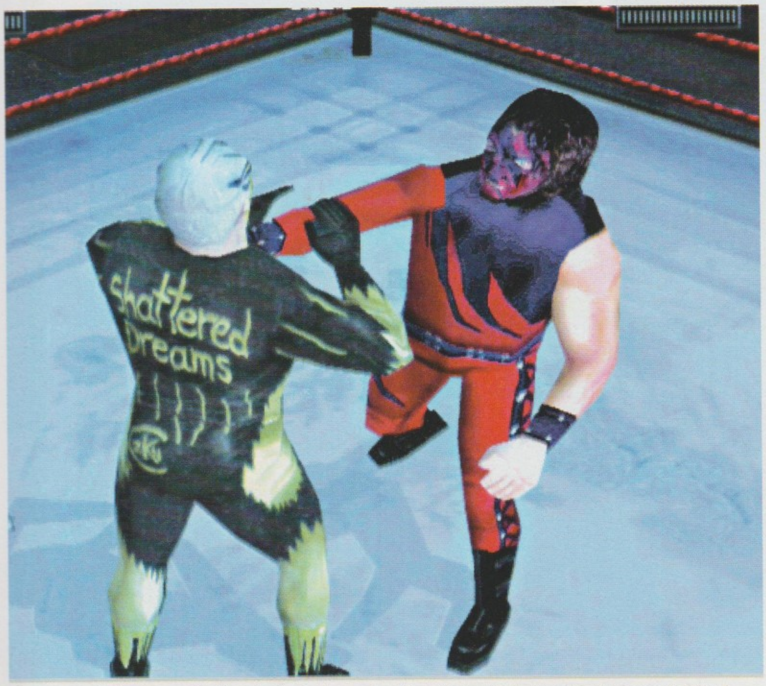
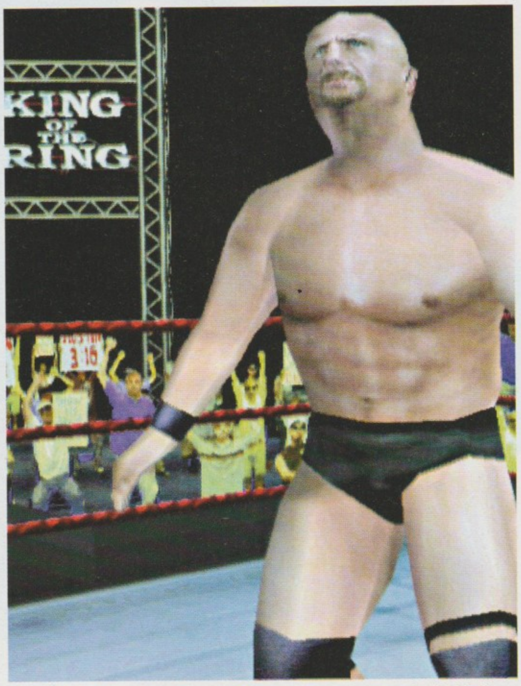


△ Oh my God! It looks to me like Kane's going to lay one hell of a hellacious Choke Slam smack-down on Golddust!



△ The King Of The Ring, Stone Cold Steve Austin. He gives people 'The Bird'.

WWF ATTITUDE

Grown men prancing about like idiots, shredded of any dignity or self-respect. Much like **STEVE HILL**, then

> "WWF ATTITUDE IS HAMPERED BY UNRESPONSIVE CONTROLS AND GENERAL SLUGGISHNESS"

IN MORE INNOCENT TIMES, wrestlers would perform their noble art with the minimum of fuss, getting down to business wearing what effectively amounted to Victorian bathing suits. Largely bereft of glamour, tag teams such as The Royals – comprising Bert Royal and his brother Vic Faulkner – would tour what was essentially the Northern working men's club circuit.

Television's adoption of the sport introduced a more showbiz element though, with the likes of Mick McManus joined by crowd pleasers such as Big Daddy and Giant Haystacks. They're both now sadly deceased, but time was when a head-to-head between The Big Two would provide the focal point of *World Of Sport*, ITV's post-*Tiswas* Saturday afternoon extravaganza.

Other characters soon emerged into the public eye, few more memorable than Kendo Nagasaki (aka Peter Thornley from Birmingham), the nine-fingered masked maverick arguably paving the way for the costumed extravagances of the modern game. Grapple fans had never had it so good, and it is a testament to the naivety of the era that arguments actually raged over whether the action was faked or not, the issue further clouded when Big Daddy inadvertently killed a man with one of his trademark belly flops.

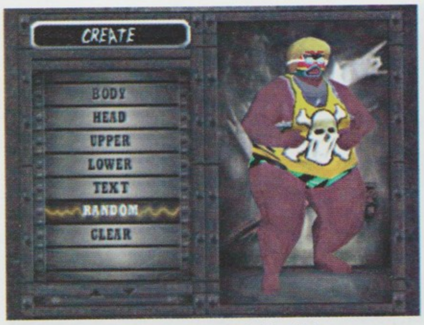
However, *World Of Sport* was living on borrowed time, and there was only so much speedway and wrestling the viewing public could take. The show finally closed, taking grappling down with it, the only benefit being that anchorman Dickie Davies could finally finish painting his kitchen ceiling. Starved of the oxygen of television, wrestling's popularity waned, and it slowly returned whence it came, the glamour years but a distant memory. And they call it progress.

CIRCUS GAMES

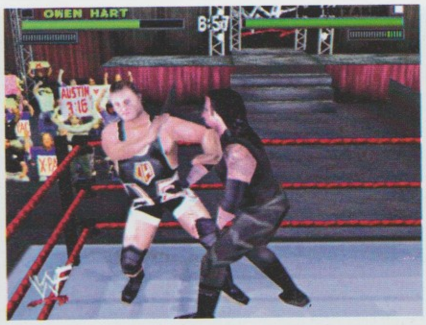
Of course, Americans do things differently, and wrestling Stateside has evolved into a vulgar, billion-dollar circus. The antics of the World Wrestling Federation make for the most popular cable show on American TV, and it is broadcast in some 141 countries. As licences go, WWF is absolute gold dust, something that *WWF Attitude*'s publisher, Acclaim, are only too aware of with their agreement running out on the day of the game's release.

Cynics could claim that the game has clearly been rushed out to capitalise on this, and that it is simply a swift conversion of the PlayStation and Nintendo 64 title. Despite claims from Acclaim that the Dreamcast version was in simultaneous development, the fact remains that it is essentially the same game, barring a few bells and whistles such as a more animated crowd and some enhanced fire effects. Whatever. Same game or not, WWF titles have traditionally been big sellers, a testament to the popularity of the 'sport' in this country, where it provides Sky Sports with its second-highest ratings, bettered only by Premiership football.

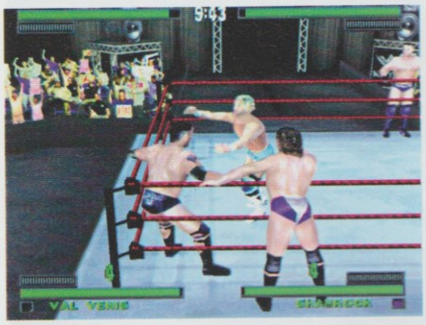
WWF Attitude faithfully recreates the action, and fans can recognise favourites such as The Undertaker, Stone Cold Steve Austin, The Rock, D-Generation X, Mankind, Kane, Val Venis, Ken Shamrock and Al Snow, not to mention Blighty's sole representative, The British Bulldog. Also among the 40 or so wrestlers is the late Owen Hart, who tragically fell to his death during a stunt


CREATE
BODY
HEAD
UPPER
LOWER
TEXT
RANDOM
CLEAR

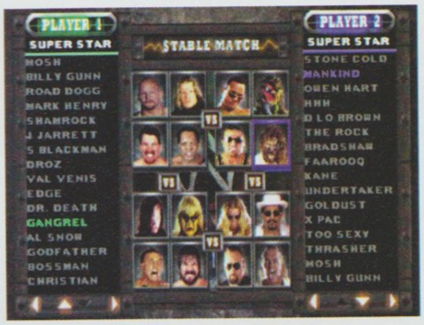
△ The game will create random freaks like this for you to use.


OWEN HART
AUSTIN 3:16

△ Owen Hart meets The Undertaker, not for the first time.


9:43
VAL VENIS
SHAMROCK

△ Val Venis is really classy. He's got a penis drawn on his pants.


PLAYER 1
SUPER STAR
MOSH
BILLY GUNN
ROAD DOGG
MARK HENRY
SHAMROCK
J JARRETT
S BLACKMAN
DROZ
VAL VENIS
EDGE
DR. DEATH
GANGREL
AL SNOW
GODFATHER
BOSSMAN
CHRISTIAN
STABLE MATCH
PLAYER 2
SUPER STAR
STONE COLD
MANKIND
OWEN HART
HHH
D LO BROWN
THE ROCK
BRADSHAW
FAAROOQ
KANE
UNDERTAKER
GOLDUST
X PAC
TOO SEXY
THRASHER
MOSH
BILLY GUNN

△ Lots of options, lots of wrestlers, and lots of boredom.

earlier this year, and whose appearance in *WWF Attitude* is with the blessing of his family.

Each wrestler has unique trademark finishing moves and taunts, and their powerhouse manoeuvres were motion-captured directly from top WWF talent. Of course, WWF is as much about making an entrance as it is about actual grappling, and authentically over-the-top build-ups have been included for each wrestler, featuring individual effects and music. Options-wise, there are more than 20 game modes, which includes all-new speciality matches, full season career mode and pay per view.

RING OF DIRE

It's in the ring that it counts though, and unfortunately *WWF Attitude* is hampered by unresponsive controls and general sluggishness. Of course, the great irony is that the game is actually competitive, as opposed to the 'sport' itself, which is of course no more than mindless pantomime for slack-jawed rednecks. The heavily choreographed theatrics of actual WWF are unlikely to be repeated during the course of a game, and it's all too easy to become locked in one position for longer than is interesting. It's also difficult to break moves, so for example it's possible to kick an opponent in the stomach repeatedly without reply. And, of course, the old ploy of pressing buttons randomly often seems to be just as effective a tactic as any.

Graphically, there are also a couple of glitches, such as a boot emerging through a wrestler's back, which would be all well and good if it was accompanied by his liver, but sadly it isn't. Frankly, the game isn't up to Dreamcast standards, and the fact is that, compared to titles of the quality of *Ready 2 Rumble* (*ODM* #1, 9/10) and *Soul Calibur, WWF Attitude* is very drab indeed.

An average videogame is probably the least of the World Wrestling Federation's problems right now though. The world of pro wrestling was recently rocked by the defection of WWF's two main scriptwriters (we hope we're not shattering any illusions here) to arch rivals WCW, the head of WWF having foolishly neglected to sign them to a contract. Such is their reputation, insiders predict that within a year WCW will be the dominant force in wrestling. If that does prove to be the case, we can only hope they turn out a better game.

PRICE: **£39.99**
PUBLISHER: **ACCLAIM**
DEVELOPER: **ACCLAIM STUDIOS**

VERDICT

THE WORLD'S MOST LUDICROUS SPORT MADE DULL

UPPERS
Authentic presentation • Wide choice of wrestlers • Create-a-wrestler is interesting

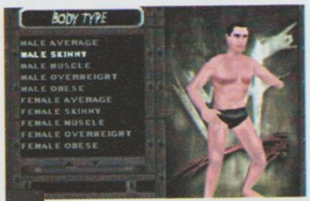
DOWNERS
Unresponsive controls • Generally slow • Suffers from very average graphics for Dreamcast

IN ONE HOUR We got bored
WEBSITE www.acclaim.com
CHECK OUT www.wwf.com for the real thing
MAX PLAYERS 4
VIDEO MODES Full-screen PAL

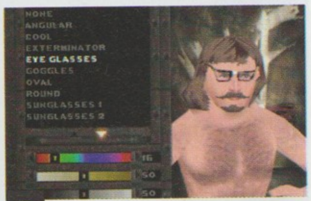
SCORE 3/10

WALKTHROUGH
CREATE-A-WRESTLER

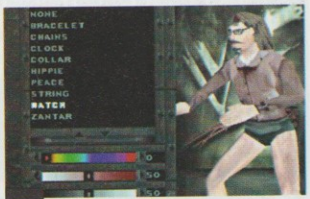
You can create and save your perfect fighter to VM without too much hassle. We decided to make a classic 70s version of Jimmy Hill


BODY TYPE
MALE AVERAGE
MALE SKINNY
MALE MUSCLE
MALE OVERWEIGHT
MALE OBESE
FEMALE AVERAGE
FEMALE SKINNY
FEMALE MUSCLE
FEMALE OVERWEIGHT
FEMALE OBESE

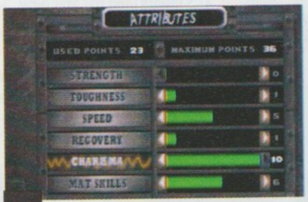
1 Here's what you have to start with: a plain-looking bloke in his pants. While it works for Steve Austin, we want more.


NONE
ANGULAR
COOL
EXTERMINATOR
EYE GLASSES
GOGGLES
OVAL
ROUND
SUNGLASSES 1
SUNGLASSES 2
16
50
50

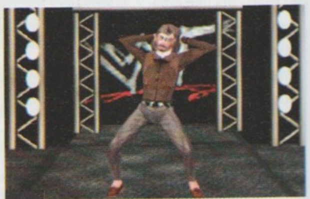
2 After constructing his moustachioed face from separate features we give Mr Hill a masculine chest wig.


NONE
BRACELET
CHAINS
CLOCK
COLLAR
HIPPIE
PEACE
STRING
WATCH
ZANTAR
0
50
50

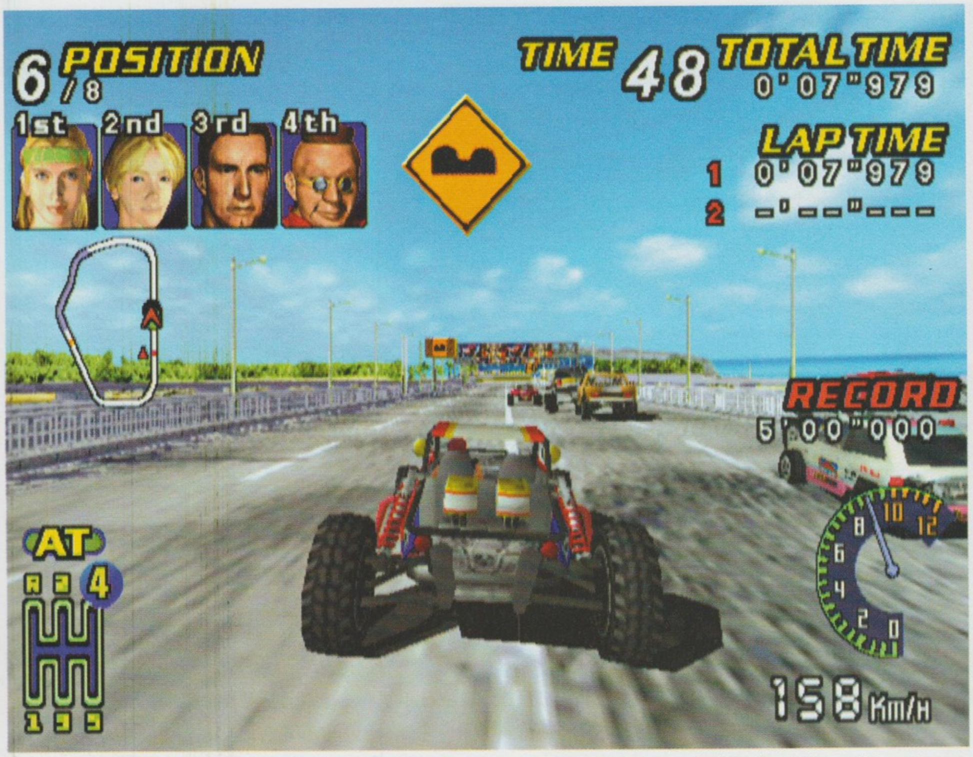
3 To get the desired camel-hair effect for Jimmy's jacket, we edited its RGB values to create just the right colour.


ATTRIBUTES
USED POINTS 23
MAXIMUM POINTS 36
STRENGTH 0
TOUGHNESS 1
SPEED 5
RECOVERY 1
CHARISMA 10
MAT SKILLS 6

4 Jimmy 'The Chin' Hill's custom attributes. Though he scores ten out of ten for charisma, he's a bit of a wuss.



5 Choose your fighter's intro music and entry style, then get ready to rumble. Check out 'The Chin's' pelvic thrusts!



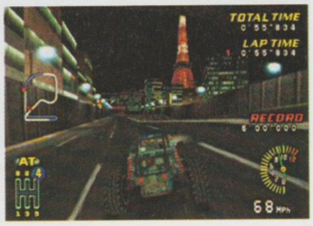
△ Do you need to nerves of steel and a cool head to show your class out on the track? We don't know, but you need to be mad to shell out on this game!

5/8 POSITION
TIME 26
TOTAL TIME
LAP TIME
RECORD
MT
63 km/h

△ Hmmmm. Haven't we seen this all before?

6 POSITION
TIME 53
TOTAL TIME
LAP TIME
RECORD
AT
87 km/h

△ The scenery goes on, and on, and on!



△ "As they come racing up the Diana straight…"

BUGGY HEAT

As another mud-splattered racer comes to Dreamcast, ED LOMAS tries desperately to stay awake at the wheel

ON THE CD

IT'S IMPORTANT for any new games system to have a blinding racing game right from the off, and we all agree that Dreamcast's done just fine in that respect. The lovely *Sega Rally 2* (*ODM* #0, 8/10) is the pick of the bunch so far. But wait! What's this at the back of the shelf? *Buggy Heat*, a direct challenger for *Sega Rally 2*'s offroad racing crown, that's what!

Rather than stick to plain old souped-up road cars like *Rally 2*, *Buggy Heat* features a selection of buggies and monster trucks driven by a rather unspectacular bunch of racers. After picking one and 'customising' your vehicle (by choosing one of three colours and a logo!) you can race after skipping the intro sequence, (you'll skip it too once you see how cack it looks).

The in-game buggies and courses are far from stylish, but you can at least tell what they're supposed to be – it's just that we already know that Dreamcast can do a hell of a lot better. Having your buggy's shadow glitch in and out of view, or the wheels disappear into odd-looking clouds of dust just isn't good enough these days. The scenery's alright, but there are only a few occasions where you get to appreciate the kind of view distances that Dreamcast is capable of producing – one stage has a massive hill from which you can get a clear look at the next set of corners right down below. But overall, *Buggy Heat* looks very plain, as you can see from the screenshots.

Alas, things don't sort themselves out once you get moving – albeit slowly. Even at top speed, you rarely feel as if you're out of second gear, – not a good trait for a racing game.

As well as speed, corners are quite important features of good racers and *Buggy Heat* has got plenty of them, but they're a right pain to get round in the slow-to-control vehicles. You really want to swing into turns at full-whack, then powerslide your way round to the next high-speed straight, but you're rarely given the chance. There are some truly dumb track designs too – the myopic muppet who came up with the idea to race around a massive unmarked desert full of slow-down sand, should be given serious painful beatings.

Buggy Heat's biggest disappointment is that it's clear it hasn't just been knocked out by a bunch of lazy idiots. Some thought has gone into coming up with some interesting features, such as the AI mode. As you play the game, your Dreamcast learns your driving style and saves it to your VM, updating it every time you play so that it develops with your own style. At any time, you can choose to load in your AI data (or a friend's from their VM) and race against a virtual representation of yourself. It does take the machine a while to learn your techniques, so it's hard work at first as the program gets to know you from scratch, but perseverance is the key here.

Even better, *Buggy Heat* has a number of online features. By clicking on the Internet option in the main menu, you can access the *Buggy Heat* site where you can check out the best lap times from around the world and upload yours directly from your VM. Also, it's possible to put your AI data on the site for other players to download. Can't meet up with a friend to play against them at the game? Just get them to upload their AI onto the site, download it yourself, and *virtually* race against them. Nice, just so long as they've played long enough to get a decent profile of their driving characteristics set up.

So, the online stuff's great – it's just a shame that the main game's so weak. It's terrible to have to say it, but, other than the occasional badly-implemented good idea, *Buggy Heat* pongs.

PRICE: **£39.99**
PUBLISHER: **SEGA**
DEVELOPER: **CRI**

VERDICT

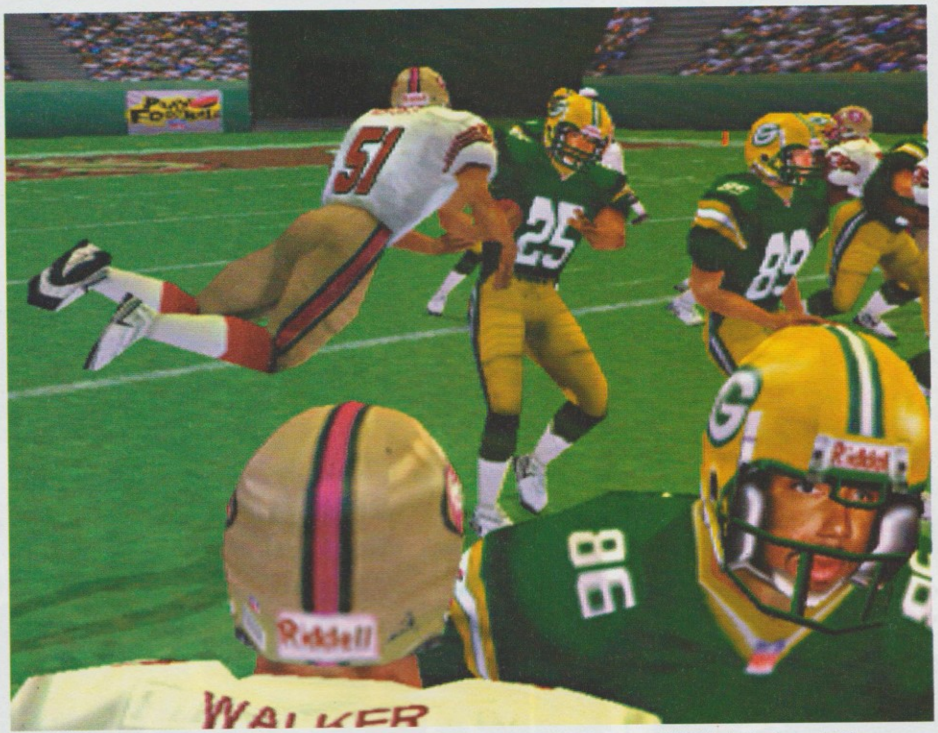
A WEAK GAME TOTALLY BEATEN BY *SEGA RALLY 2*

UPPERS
Cool online features • The replay camera showing your hands and feet is nice

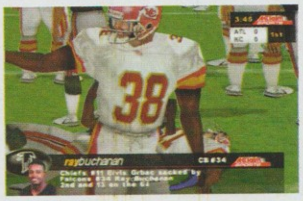
DOWNERS
Looks and sounds lame • Slow, frustrating handling • Dull tracks • No fun to play at all

IN ONE HOUR You should be on the Hard Championship
WEBSITE www.dreamcast-europe.com
MAX PLAYERS 2
VIDEO MODES Bordered PAL

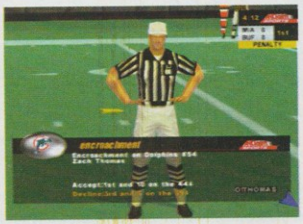
SCORE 4/10



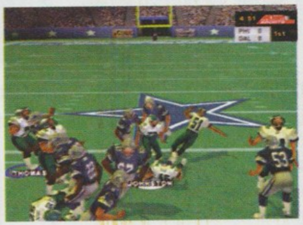
△ Replay mode enables you to place the floating camera anywhere you want. In slow-motion you can see all the joins in the player animations.



△ You get a text commentary of each play.



△ The refs don't take any crap. He looks angry.



△ Spot the ball in this picture and win nothing.

NFL
QUARTERBACK CLUB 2000

Videogames enable us to do things we couldn't do in real life. Stick-boy **ED LOMAS** has no chance of ever playing in the NFL

NORMALLY, PEOPLE only bother playing sports simulations based on something they're really into. So, because of the lack of any real fanbase for American football in the UK, most don't even consider a full-on NFL game. Those who do often find the same thing: American football's quite a cool sport.

One game did wonders for the sport's popularity on this side of the Atlantic, namely Electronic Arts' *John Madden Football*, released on the Megadrive in 1991. Anyone trying it fell in love with the sport, even without any more prior knowledge than 'It's like rugby for girls'. An alarming number of gamers even stayed up until 5.00am to watch live coverage of early-90s Superbowls, aided by this comprehensive and easily understood, American football sim.

The *NFL Quarterback Club* series started a few years later, and has now developed into one popular with many American gamers. Its huge selection of plays and real-life players (both current and historical) helps it impress those already following the sport, but it's obvious right from the main menu that this new Dreamcast edition will cause problems for anyone new to the sport. The unpolished presentation gives the game a very basic, technical feel – enough to turn most UK players off straight away. Graphically, it's not bad – the players look solid and move well, but the motion-captured animations are often just too long, meaning you can't always get players into exactly the right spot when needed. Also, the resolution of menu screens makes picking your plays awkward, especially as you need to study the squiggly lines to figure out what the hell is going to happen when you 'snap' the ball (that's when the guy shouts "Hut!" and chucks it between his legs).

As a multiplayer game, *NFL Quarterback Club 2000* works pretty well. Up to four people can play, either all on the same side or with a regular two-on-two set-up (three-on-one is also possible but usually degenerates into physical violence). However, you'll have to get four people who know about American football together to do this, as its unfriendly presentation won't lure anyone new to the game. Sega's *NFL 2K* is already going down like a storm in the US, and a UK release early next year is looking likely. Having played that ourselves, we can confidently say that it'll do more for the sport than John Madden did.

If you're desperate for an NFL simulation right now, *Quarterback Club 2000* will probably keep you happy for a few weeks. Otherwise, we seriously recommend waiting a few months for Sega's own *NFL 2K*.

PRICE: **£39.99**
PUBLISHER: **ACCLAIM**
DEVELOPER: **ACCLAIM**

VERDICT

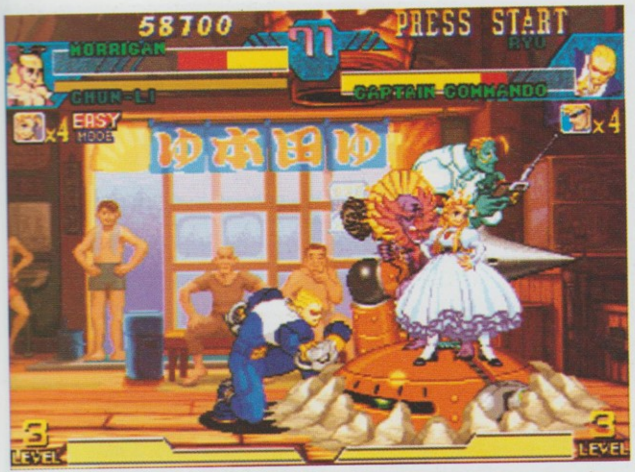
A REASONABLE TRY, THAT WILL FAIL TO IMPRESS NON-FANS

UPPERS
Loads of real-life statistics • Four player mode

DOWNERS
Confusing, dull menu screens • Looks dodgy • Inaccurate controls

IN ONE HOUR Try for a play further than 40yds
WEBSITE www.acclaimsports.com/qbc2k
MAX PLAYERS 4
VIDEO MODES Bordered PAL

SCORE 5/10



△ Capcom's choice of characters is quite poor, but it's great to see Strider back in action again.

MARVEL VS CAPCOM

Could Ryu 'have' Spider-Man? Could Wolverine 'deck' Bionic Commando? **ED LOMAS** has the answers in his deadly hands

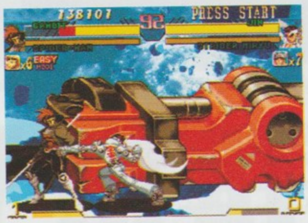
MARVEL COMICS, the company behind some of the greatest super heroes of all time (and some crap ones like, Spider-Man's 'amazing' friend Firestar) have teamed up with Capcom, the company behind some of the greatest videogame heroes of all time, for a massive tag team rumble on Dreamcast.

An impressive selection of characters is included in *Marvel Vs Capcom*. From the Marvel camp we have classics such as Spider-Man, The Incredible Hulk, Captain America and Wolverine; while the Capcom crowd includes Ryu and Chun-Li from the *Street Fighter* series, plus classic characters Strider and MegaMan. Each player picks any two fighters to make their ideal tag team, then gets a 'helper' character assigned to them. And then things go crazy.

Marvel vs Capcom is the most over-the-top 2D fighting game ever – even a simple little punch can fill the screen with missiles, extending limbs and giant explosions. You don't want to know what kind of mess the super combos cause.

The Dreamcast version adds a new four-player mode (kind of), where two players wait in the wings for their partner to call them into the fight, but it's nothing spectacular. Also, though all the characters look just right and are smoothly animated, they appear to be blockier than most 2D fighting games. When there's lots going on, this really doesn't help you figure out what's happening.

Surprisingly, under all this colourful insanity is a complex, deep game which can take months to learn properly. Patient arcade gamers may get a thrill out of studying each of the fighters, but the majority of people will soon figure out that bashing away randomly on the pad is frankly, more effective and, unfortunately, far more exciting.



△ Jin is from obscure Capcom fighter *Cyberbots*.

If you want a quality Capcom fighter, get the fantastic *Street Fighter Alpha 3* (see page 94). Just rent *Marvel vs Capcom* whenever you want to give your brain an hour's rest.

PRICE: **£39.99**
PUBLISHER: **VIRGIN INT.**
DEVELOPER: **CAPCOM**

VERDICT

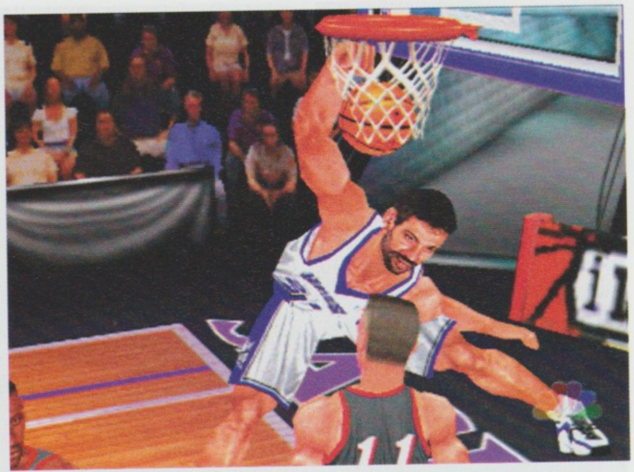
A QUALITY CONVERSION OF THE WEAK ARCADE FIGHTER

UPPERS
Classic characters • Can be played without learning loads of moves

DOWNERS
What's going on? • Where did he come from? • I need an Arcade Stick

IN ONE HOUR You should have finished arcade mode a few times
WEBSITE www.capcom.com
MAX PLAYERS 4 but only 2 fight at once
VIDEO MODES Full-screen 60Hz option

SCORE 5/10



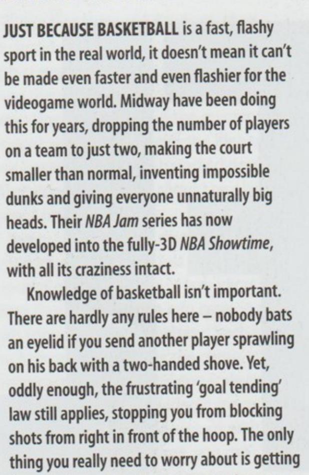
△ Slam a funky dunk and you get a slow-motion replay like this. He's a real looker, isn't he?

NBA SHOWTIME: NBA ON NBC

ED LOMAS shoots some minimalist hoops on Dreamcast

JUST BECAUSE BASKETBALL is a fast, flashy sport in the real world, it doesn't mean it can't be made even faster and even flashier for the videogame world. Midway have been doing this for years, dropping the number of players on a team to just two, making the court smaller than normal, inventing impossible dunks and giving everyone unnaturally big heads. Their *NBA Jam* series has now developed into the fully-3D *NBA Showtime*, with all its craziness intact.

Knowledge of basketball isn't important. There are hardly any rules here – nobody bats an eyelid if you send another player sprawling on his back with a two-handed shove. Yet, oddly enough, the frustrating 'goal tending' law still applies, stopping you from blocking shots from right in front of the hoop. The only thing you really need to worry about is getting the ball through the hoop as many times as you can – getting your character to do this three times in a row turns him 'On Fire', giving him infinite turbo power and madder dunk abilities (as well as a flaming B-ball) until an opposing point is scored.



△ Players can jump stupidly high. Is it the shoes?

The Dreamcast version also enables you to create your own character, even giving yourself a horse's head if you want. You can then save him (or her) and all your results and statistics to a VM, then use them in a four-player game against friends – virtual ones, if you're short of real ones. It's all fairly simple stuff, but nevertheless a fun way to spend a few hours. Unfortunately, at forty quid, it doesn't work out as very good value.

PRICE: **£39.99**
PUBLISHER &
DEVELOPER: **MIDWAY**

VERDICT

A GREAT PARTY GAME, BUT IT'S NOT WORTH A FULL £40

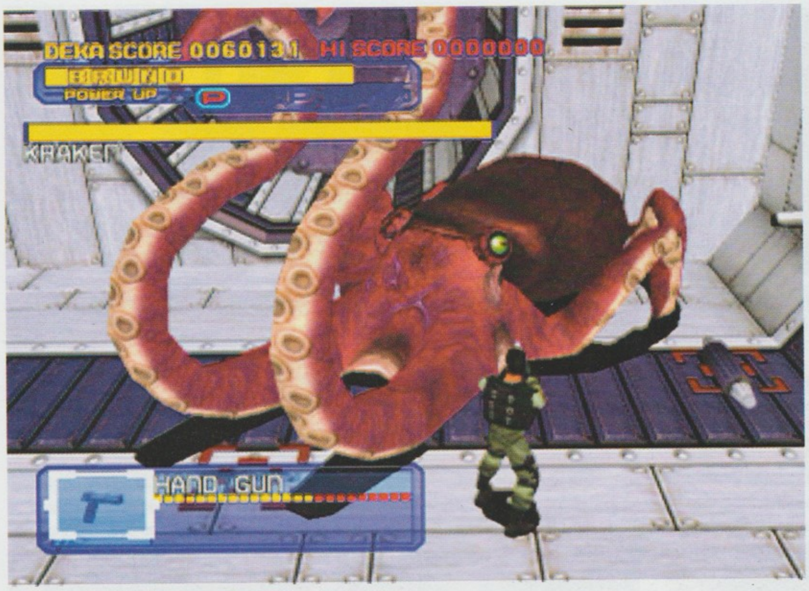
UPPERS
It's maaaaaaad! • Easy to pick up • Smooth animation

DOWNERS
Not much to it • The end-of-game NBA quiz is too hard for us Brits

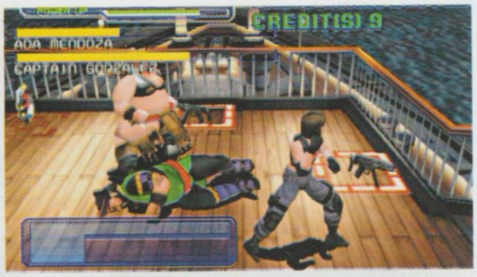
IN ONE HOUR Score over 100 points in a game
WEBSITE www.nbashowtime.com
CHECKOUT The arcade version is practically identical
MAX PLAYERS 4
VIDEO MODES Full-screen 60Hz option

SCORE 6/10

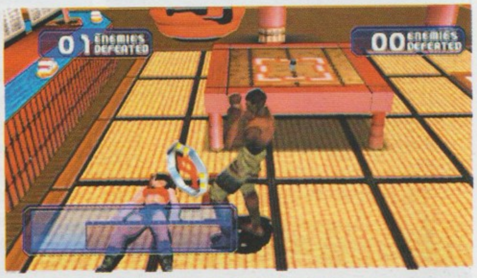
PUSH
TERESA SANCHEZ



△ Beat up this gigantic octopus and you'll be squids in. Ahem.



△ Turning your back on opponents is a risky business.



△ The versus mode isn't much cop at all, unfortunately.

DYNAMITE COP

If cops and robbers is your thing, then this game might be for you. **STUART DREDGE** joins the force

ON THE CD

IT'S ACTUALLY QUITE HARD to join the police force, y'know. You've got to be tall enough, physically fit, look good in a uniform, and know how to roll over car bonnets without looking like a twat. Lots of us don't make the grade. Which is why cop games are always popular.

Dynamite Cop enables you to play Plod in the comfort of your living room. And better still, you get to beat up loads of people just for looking suspicious. Not like the real thing at all, then.

Sadly, it's not a gritty simulation of bobbies on the beat in South London. You play as one of three gritty US cops, sent on a covert mission to rescue the President's daughter, who's being held hostage on a hijacked cruise liner.

You fight your way through various levels, often taking on three or four enemies at once. Each cop is a martial arts ace, but you can also pick up the odd weapon or heavy object to use along the way. It's chiefly beat 'em up action, with the odd *Shenmue*-type Quick Timer Event (QTE) to keep you alert between stages. When a button name flashes up on-screen, hit it as quickly as possible. If you're successful, you dodge the incoming hazard or deck the poor, unsuspecting bad dude.

There's the normal mode, the Showdown mode for expert players, a Versus mode for two-player action, and a survival mode where you must beat as many enemies as possible before getting tonked. There's also an artwork gallery and a terrible sub-*Pacman* bonus game called Tranquilliser Gun. Plenty of extras, but is the main game any good?

Well, it's okay. The visuals are nice, but not spectacular. Each character has a varied range of moves, from the usual punch and kick combos, through to some entertaining throws. The three main characters all play differently, and it's great fun picking up enormous anti-tank guns and blowing enemies 30 feet across the room. As a game, *Dynamite Cop* is well put together, for sure.

The survival mode is actually more addictive than the main game – it feels like you're in your own Bruce Lee movie, fighting off waves of opponents. It's also one of the best Dreamcast games so far in terms of online functionality. You can download a Detonator Pack from the Internet, which enables you to play as extra characters, use more weapons and view extra illustrations. More games should have these online features.

All well and good, but the problem is that *Dynamite Cop* isn't that exciting to actually play. The obvious comparison is *Power Stone* (*ODM* #1, 8/10) – the two have various similarities – and *Dynamite Cop* just isn't as addictive. The QTEs are a tedious distraction, and playing through the main game can seem like a real grind after a while. It's also extremely short – you can fly through from start to finish in under 20 minutes once you know what you're doing.

Dynamite Cop isn't a terrible game, but it's not a world-beater by any stretch of the imagination. Think of it as an acquired taste, but there are other games at this price that are more likely to suit the average gamer's palate.

PRICE: **£39.99**
PUBLISHER: **SEGA**
DEVELOPER: **SEGA**

VERDICT

ENTERTAINING BEAT 'EM UP, BUT IT'S NO *POWER STONE*

UPPERS
Some nice moves • Fun Survival mode • Good online options

DOWNERS
Doesn't keep you hooked • Too easy • Crap QTE bits • Poor versus mode

IN ONE HOUR We were giving the Octopus a good beating
WEBSITE www.sega.co.jp/deka2/cop
MAX PLAYERS 2
VIDEO MODES Bordered PAL, VGA compatible

SCORE 5/10

STREET FIGHTER ALPHA 3: SAIKYO DOJO

The fighting game that kicked it all off is still looking for trouble. **ED LOMAS** is always up for a rumble

YOU DON'T NEED TO KNOW ABOUT VIDEOGAMES to have heard of the *Street Fighter* series. They've made it big in every arcade in the world, and on every home console of recent years. There have been more updates and upgrades of the game than even we can remember, but they've still managed to improve as they've gone along. It's an unwritten law that everybody *must* learn to play a *Street Fighter* game at some point in their life, and Dreamcast owners now have the opportunity with the ultimate in the *Alpha* spin-off series.

First some basics: 33 characters from all over the world, each with their own reason for entering a big martial arts tournament (revenge for father/teacher/friend's murder; honour and/or prize money; brainwashed by mad general; just plain evil and killing for fun; etc). All fight one another to find out who's the best in the world. Yeah, we've seen it hundreds of times before, many of which have been *Street Fighter* games, but it's a classic premise that works every time.

CONTROL YOURSELF

You play the game with a total of six buttons, giving you three strengths of punch and three strengths of kick. Though it can be fiddly to get to grips with, having six different attacks gives loads of scope for pulling off exactly the right move at the right time.

But here's where a slight problem turns up with the conversion: there just aren't enough buttons within easy reach on the Dreamcast pad. As well as using the X, Y, A and B buttons on the face of the pad, you also need to reach the L and R triggers on the underside, which is extremely tricky when you must press more than one button at a time. As such, you really need to buy either the excellent Sega Arcade Stick (£34.99, pictured left) or a pad with six buttons on the front. If you're already a fan of the series, then forking out the extra cash won't be too much of a problem, but it's going to put off a lot of people with just a casual interest. Shame.

SWEET FIGHTERS

Though there are 33 characters, they haven't been rushed out just to make up the numbers – many of these guys have been evolving and developing gradually over the past nine years, and are some of the most recognisable and likeable in the whole videogames universe. Golden oldies such as Blanka the electrically charged Brazilian freak and Cody from the *Final Fight* games (still wearing his prison uniform and handcuffs after a jailbreak!) are back with more moves and a stylish new look, as is Guile, a *Street Fighter 2* favourite.

For *Street Fighter Alpha 3*, a new feature known as ISM Select has been added. This means that you can play each fighter in three different ways (A-ISM, X-ISM and V-ISM), effectively giving you a grand total of 99 different characters to master. The differences are too subtle for most players to worry about, but *Street Fighter* veterans will love the opportunity to play their favourite fighter with original *Super Street Fighter 2* abilities.

On top of all the arcade features, the Dreamcast game also has a new World Tour mode to give lonely souls an extra challenge. Here you take your chosen hero around a world map, battling enemies to order and winning extra abilities and strengths as you go. You can save all your details to a VM, then use your custom fighter whenever you want. It's a great way to learn a new character from scratch, and will really test you to the limit on the final stages.

So, we've got another one of the greatest fighting games ever on Dreamcast, and it's a top-quality conversion. Though it doesn't have the 128-bit flashiness we're used to, it's got some of the most finely tuned gameplay ever created.

There are thousands of people out there who haven't touched a *Street Fighter* game for years but who really should be coming out of retirement for *Street Fighter Alpha 3*. Just don't forget to get hold of that Arcade Stick, whatever you do.

PRICE: **£39.99**
PUBLISHER: **VIRGIN INTERACTIVE**
DEVELOPER: **CAPCOM**

VERDICT

FIDDLY WITH THE STANDARD PAD, BUT A WORK OF GENIUS

UPPERS
Fantastic characters • Super-stylish graphics and animation • Seemingly limitless depth

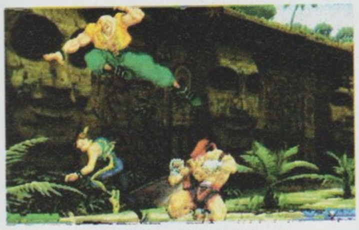
DOWNERS
Graphics can look blocky • The regular Dreamcast pad is no good at all for it

IN ONE HOUR Got past level 10 in World Tour mode
WEBSITE www.capcom.com/games/sfa3/
CHECK OUT The latest arcade game, *Street Fighter III: 3rd Strike*
MAX PLAYERS Normally 2, but 3 in Dramatic Battle mode
VIDEO MODES Full-screen 60Hz option

SCORE 8/10

DRAMATIC STUFF

The Dreamcast version of *Street Fighter Alpha 3: Saikyo Dojo* is the first ever in the series to enable more than two people to play at once. In Dramatic Battle mode, your player can take on two others at the same time – if you're feeling particularly hard.



△ Bundle! How hard are you feeling today?

GIVE 'EM SOME STICK

In *Street Fighter* games, having quick access to six buttons is essential. As such, you'll need to buy an extra controller (or two) if you want to play *Street Fighter Alpha 3* on Dreamcast properly. Ideally, go for the chunky Sega Arcade Stick, available now for £34.99.

SPEAK OUT

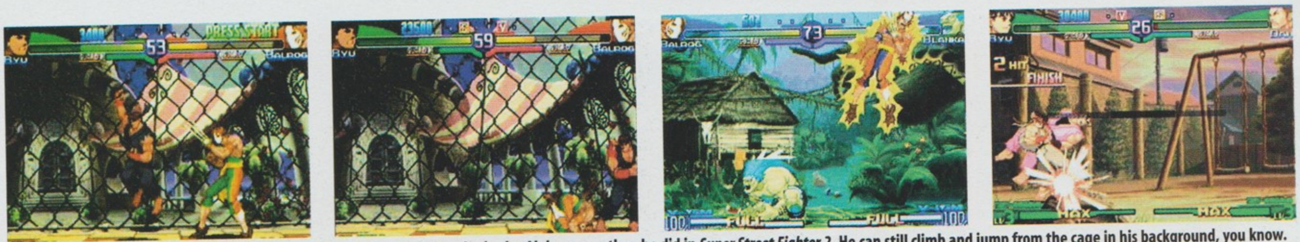
WE GO A FEW ROUNDS WITH **TONY BYUS**, PRODUCER OF *STREET FIGHTER ALPHA 3*

WHAT'S THE BEST THING ABOUT *STREET FIGHTER ALPHA 3*?
The speed and the sheer franticness of the game. Capcom have been perfecting the *SF* series for over 10 years to what is now an awesomely playable game.

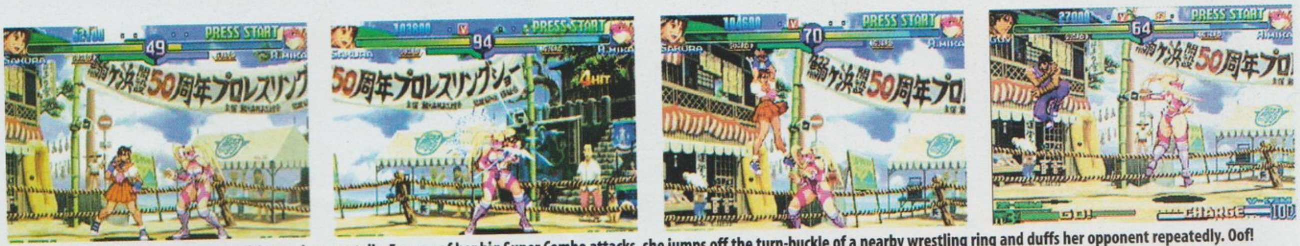
HOW DOES THE DREAMCAST VERSION DIFFER FROM THE ARCADE GAME?
Most noticeable is the addition of the World Tour mode. In this mode you fight a series of battles around the world. As you complete each one your character's stats are increased. Then there's the online stuff…

WHAT'S THE BEST GAME YOU'VE SEEN ON DREAMCAST
That's tricky. *Soul Calibur*, *Shenmue*, *House Of The Dead 2* and *Ready 2 Rumble* all look great.

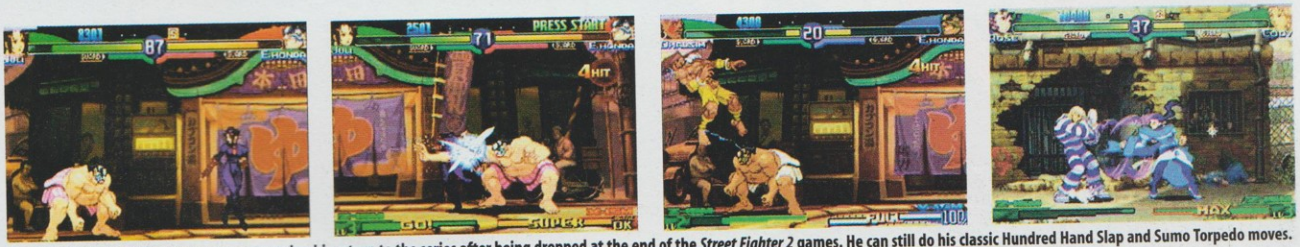
WHO'S YOUR FAVOURITE CHARACTER, AND WHY?
I always play as Ryu or Evil Ryu, as I've followed his career from the days of the original *Street Fighter 2*. However, I think Dhalsim is still the coolest looking character around!


RYU
BALROG
PRESS START
BLANKA
2 HIT
FINISH
FULL
MAX

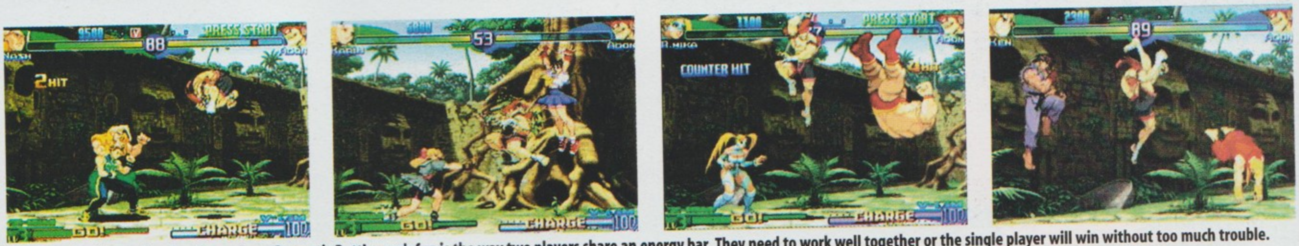
△ Vega, the Spanish bullfighter with the mask and claw, looks a lot cooler in the *Alpha* games than he did in *Super Street Fighter 2*. He can still climb and jump from the cage in his background, you know.


PRESS START
SAKURA
R.MIKA
50周年プロレスリング
4 HIT
GO!
CHARGE

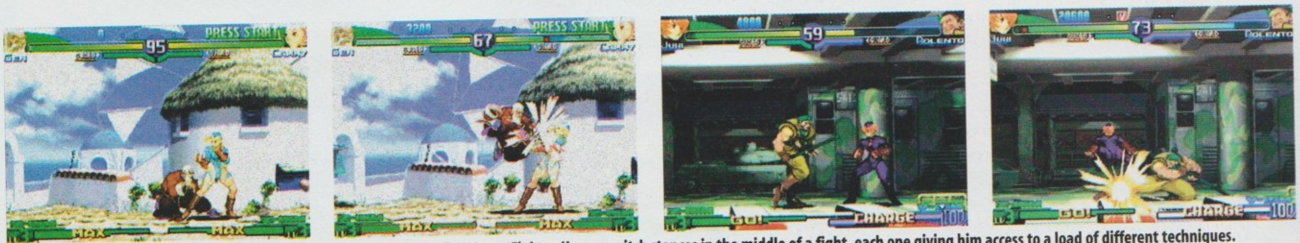
△ R Mika is a little female wrestler with massive ponytails. For one of her big Super Combo attacks, she jumps off the turn-buckle of a nearby wrestling ring and duffs her opponent repeatedly. Oof!


E.HONDA
PRESS START
4 HIT
GO!
SUPER
FULL
MAX

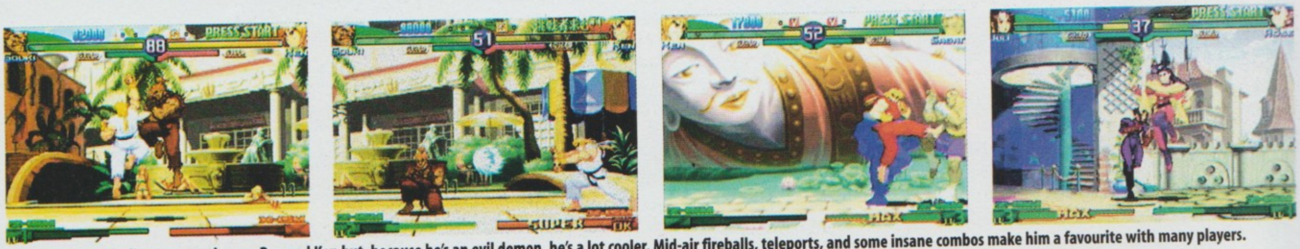
△ E Honda, the massive Japanese sumo, makes his return to the series after being dropped at the end of the *Street Fighter 2* games. He can still do his classic Hundred Hand Slap and Sumo Torpedo moves.


PRESS START
2 HIT
COUNTER HIT
GO!
CHARGE

△ The thing that makes the three-player Dramatic Battles such fun is the way two players share an energy bar. They need to work well together or the single player will win without too much trouble.


PRESS START
GEN
ROLENTO
MAX
GO!
CHARGE

△ Old man Gen is one of the few surviving characters from the very first *Street Fighter*. He can switch stances in the middle of a fight, each one giving him access to a load of different techniques.


PRESS START
KEN
SUPER
MAX

△ Akuma uses similar moves to heroes Ryu and Ken but, because he's an evil demon, he's a lot cooler. Mid-air fireballs, teleports, and some insane combos make him a favourite with many players.

This month's discussion took place at Oxygen in the heart of London's West End. Would the cans of pure oxygen that are on sale affect the debate? Read on to find out...

THE VENUE

OXYGEN

LEICESTER SQUARE, LONDON

Oxygen: damned useful stuff when all's said and done. You need it to make water and fire, you can fuel space ships with it, and now you can sit in a bar and inhale it from a can. If you happen to be around the tourist honey-trap that is London's Leicester Square, and the foul air is all getting to be too much, help is at hand. Simply head into Oxygen, get your hands on a can of 'the pure stuff' and fill your lungs with the purest 'air' you're going to get in the big smoke. Hollywood stars like Woody Harrelson have long extolled the benefits of inhaling pure oxygen, and have gone to the extent of opening bars fitted with hospital spec apparatus. In Oxygen, it comes in cans fitted with mouthpieces and a recommendation that it is combined with either vodka or champagne. We tried the former and, while the effect was less than noticeable (the oxygen, not the vodka), the comedy value of taking regular, extravagant lungfuls from a glorified aerosol is not to be underestimated.

Other than the novelty of being able to act like a teenage butane fiend without the need for a plastic bag, Oxygen is, according to one female source, a regular haunt of Mediterranean types with roving eyes and wandering hands.

If standard drinks mixers are leaving you cold and you're not ready to join the beards and woolly jumpers in the real ale pubs, then get yourself down to Oxygen and get a lungful of the pure and compressed stuff. If that doesn't get you light-headed, then nothing will.

Dan Trent

- *Oxygen is located at 17-18 Irving Street, just off London's Leicester Square. The bar keeps normal hours, and there's also a club which open until late. Ring 0207 930 0907 for details.*

PHOTOGRAPHY: LUMLEY.

OXYGEN
A SHOT OF THE GOOD STUFF
{drinks}+sound=

SUZUKI ALSTARE EXTREME RACING

REVIEWED ON PAGE 74

SNOW SURFERS

REVIEWED ON PAGE 72

REVIEWS ROUND-UP

DRINKING...

We give five of the best games of this issue to some of our top reviewers… who then then bugger off down the boozer to find out whether everyone agrees with the scores. In (ie falling off) the chair: **DAN TRENT**

SCORE
200
POW
TIME
91

SOUL FIGHTER

REVIEWED ON PAGE 76

SOUL CALIBUR

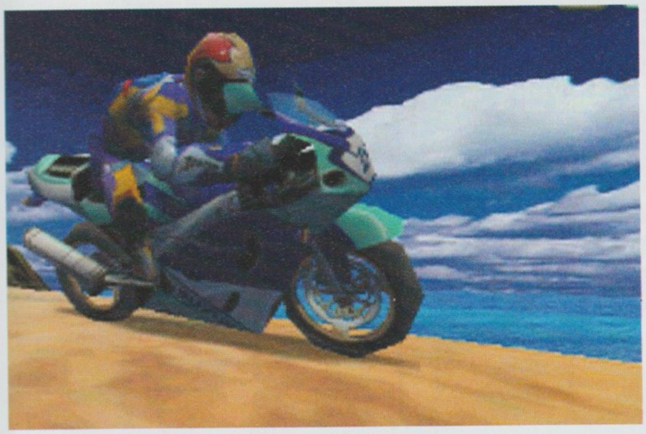
REVIEWED ON PAGE 64

BRIDGESTONE
BUZZIN

F1 WORLD GRAND PRIX

REVIEWED ON PAGE 82

...& THINKING



△ *Suzuki Alstare Extreme Racing*: good fun, but ultimately just average.

SUZUKI ALSTARE EXTREME RACING

REVIEWED ON PAGE 74

It's four wheels bad, two wheels good in the fast and furious motorbike racer. An arcade feel and outrageous interpretation of the laws of physics means the action is non-stop, but the quirky controls and some graphical glitches elicited a mixed response from the panel.

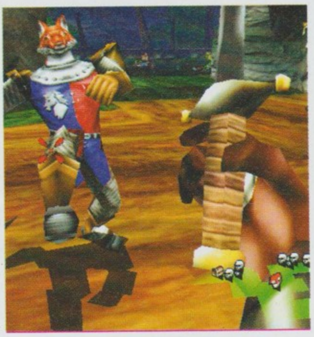
ED: I think it's really bland.
DAN: It's really all very samey. You just go along and along and…
ED: Good point!
DAN: No, I mean the courses just don't hold the attention and it gets a bit monotonous.
STUART: I know I'm in the minority, but I really like it!
ED: Well, I dunno, it just looks bland. The textures are really bad. It's quite fun in the handlebar view, but building the mountains is annoying.
WARREN: Yeah, bad pop-up.
DAN: Especially in the two-player mode.
STUART: I know, I know, but it's really fast and addictive, and I found the controls really intuitive.
WARREN: Eh?
ED: Rent it.
WARREN: Bike games are always shit.
ED: No they're not!
WARREN: They are! *Super Hang-On* was good at the time cos it was different…
DAN: And you had that big bike to sit on.
ED: That's why *Suzuki* is good fun. It's easy to play and all that, but ultimately it's just average.

SNOW SURFERS

REVIEWED ON PAGE 72

We've seen futuristic hoverboarding in *Trickstyle*, but *Snow Surfers* is the first snowboarding game to make it to Dreamcast. A mixture of racing against the clock and pulling huge tricks means there's plenty of variety, although not everyone was keen on the characters' outfits.

WARREN: Hmm… It's alright, but the 120 kilometres an hour it says you're doing feels more like ten!
DAN: But there are bits that are quick, and the choice of board makes a big difference – if you get on an Alpine board you really fly.
STUART: I love the way you can feel the steepness of the courses, and the backgrounds are excellent – you can see for miles!
WARREN: Yeah, but there's bits where you just disappear off a cliff like Wile E Coyote and a voice says: "That's gotta hurt." It's like, well yeah, it would!
DAN: There's a few nasty glitches too, like where you get embedded in walls and stuff. That *has* gotta hurt!
WARREN: But it should be faster from the off. And the characters are really naff. That DJ character…
STUART: DJ Ken!
WARREN: His alternative costume is an Hawaiian get-up with a guitar on his back! What's that all about?
DAN: The suit is cool though. There's one full-on *Reservoir Dogs* get-up, and I think that's a superb choice for snowboarding. Shirts and ties on the slopes – they should make it compulsory!
WARREN: Definitely! It's not a bad game overall, just not exceptional.



△ *Soul Fighter*: boring for beat 'm up fans.

SOUL FIGHTER

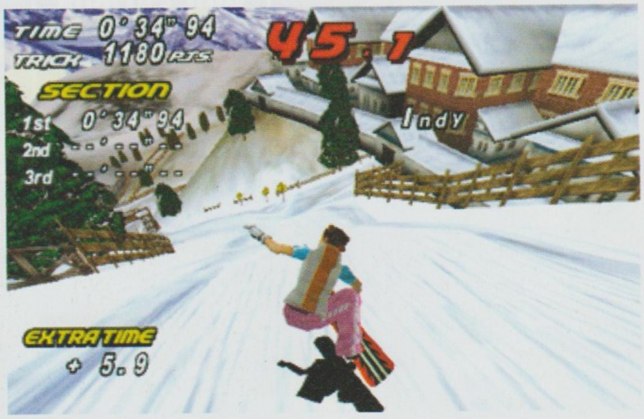
REVIEWED ON PAGE 76

A combination of high-speed beat 'em up action and 3D role-playing sets *Soul Fighter* apart from the crowd. A well thought out control system and some interesting little touches make for an involving game that looks great. Does it have the content to match though?

STUART: So, what do we all make of this, then?
DAN: S'alright.
WARREN: Ooh, stick your neck out, Dan!
ED: We've decided to round-up all the games in one: they're all okay!
DAN: Bear with me! It's another one that's not exactly ground-breaking, but it's not offensive.
WARREN: It's just brainless, harmless fun, really, and I quite like it. I'm not sure I could see myself playing it for hours though.
ED: It's a shame that it is just a brainless, fun thing, because they have actually put a bit of effort into some of the features. Like the thing where you have to power yourself up by doing combos – there's actually a lot of skills and tactics.
DAN: The combos are very easy though. Beat 'em up fans will get bored quickly.
STUART: But that makes it more accessible if you're

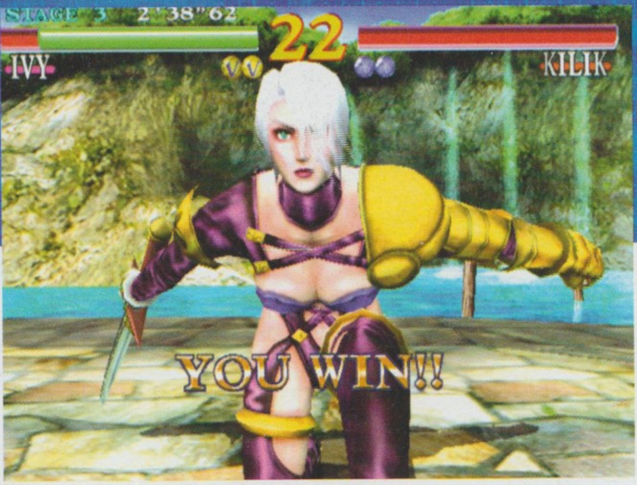
"I LOVE THE WAY YOU CAN FEEL THE STEEPNESS OF THE COURSES"

– STUART ON *SNOW SURFERS*



"I DUNNO, IT JUST LOOKS BLAND. THE TEXTURES ARE REALLY BAD"

– ED ON *SUZUKI ALSTARE EXTREME RACING*



not into learning loads of complex moves.

WARREN: It needs a bit of variety. You don't get many scrolling beat 'em ups these days, and with good reason: we've moved on, we've got really good RPGs and brilliant fighting games. It's not going to impress somebody who's into their beat 'em ups, and it's not going to impress anyone who's played *Tomb Raider*. The characters are really good though.

ED: I like the fish men who come running at you with their legs apart. They make me laugh, running about like bandy-legged muppets! The camera could do with being a bit sharper though, it's like it's all been done on steadycam or something. It makes the graphics look nice but it's not very practical.

SOUL CALIBUR

REVIEWED ON PAGE 64

Without doubt the most eagerly awaited game on Dreamcast, *Soul Calibur* has had gamers all over the world frothing at the gob with excitement. Visually far beyond anything that's been seen on a console before, lightning quick and full of depth, this is the big one.

ED: I played *Soul Edge* in the arcades and on PlayStation and they were good, but they were the sort of thing that casual gamers really like.

WARREN: Don't say 'casual gamers'!

ED: Well alright, but you know what I mean. People see that game running and it looks really nice, and they play it and it's fun. But if you're really into your fighting games there's not that much to the original; with *Soul Calibur* they've got it absolutely spot on.

WARREN: Best Dreamcast game so far!

DAN: A bold statement.

STUART: It's not far wrong. I really like *Ready 2 Rumble*, but this *Soul Calibur* is better still.

WARREN: Something has to be said about the 60Hz mode too. It sets a precedent, and there's no excuse for people not to do that now.

DAN: Yeah, it's so fast, and it's good to see they've left everything in like the nunchuka and the proper voices and everything.

STUART: Let's go home and play it!

DAN: With fighting games it's tempting to just play against your mates, but what about the single-player mode? You've played on it more than I have.

ED: The mission battle is really good. You start off training against the edge master and it's really straightforward, but by the end it gets really tough. But you always know that it isn't impossible, and if you're not doing it it's because you're messing up. It took me 35 attempts to do one of them, and at one stage I was nearly in tears of frustration, but you always restart and have another crack at it. Everyone who's played it has wanted to play it from start to finish.

WARREN: This is the best beat 'em up around. Buy, buy, buy!

"THIS IS THE BEST BEAT 'EM UP AROUND. BUY, BUY BUY!"

– WARREN ON *SOUL CALIBUR*

F1 WORLD GRAND PRIX

REVIEWED ON PAGE 82

Hot on the heels of *Monaco Grand Prix Racing Simulation* comes the first officially licensed formula one game for Dreamcast. Super-smooth graphics and great attention to detail went down a storm, and with all the real cars and teams from last season it's sure to be on the wish list of any motor racing fan.

ED: Very impressed.

STUART: Incredibly slick and it moves really fast.

WARREN: I reckon the handling is a bit iffy, even a slight movement throws the car around a bit too much.

DAN: It takes a bit of getting used to and you can't go crashing in, you need to be subtle.

WARREN: I just don't think the movement is quite right, but the impressive thing is that it is a real simulation. The commentary is pants though! It says something really annoying like: "Why don't you try driving on the track!" Why don't you piss off!

ED: You can turn it off though.

STUART: Just as well!

WARREN: Anyone who likes formula one will love it, simple as that. The presentation is really slick and the details are all there.

STUART: The replays are a little disappointing though, and in a serious formula one game it's always nice to be able to see what you've done if you've put in a really good lap or there's been a big crash. The sense of distance is superb though – when you come round a corner you can really see for miles. It's one of the first 3D games where you really get a feeling of being there.

DAN: You can almost feel it in your stomach when you come over the crests.

WARREN: Especially in Belgium. Spa is my favourite track. And Germany. And Japan! I've got a few favourites, actually.

DAN: They've got the difficulty absolutely spot on. It's difficult enough to be realistic and challenging, but it lets you in and there's always the option of the brake assist and stuff.

STUART: Where's Villneuve, then?

DAN: He's gone and copyrighted his name, hasn't he.

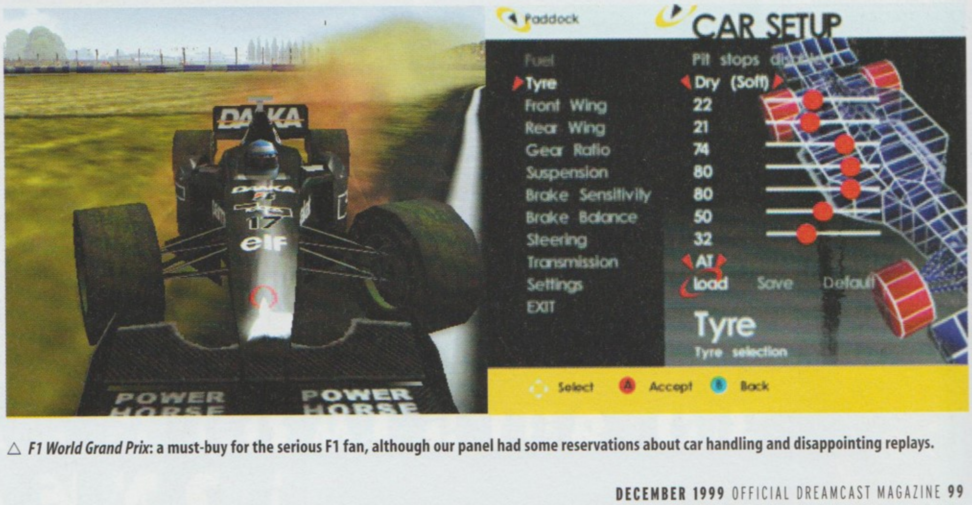
ED: What a plumb.

WARREN: Maybe they're going to make a Villeneuve™ game! *Villeneuve Kart Racing*.

ED: That's obviously what he must be doing, because he can do a lot more than just drive cars, you know.

"THEY'VE GOT THE DIFFICULTY ABSOLUTELY SPOT ON"

– DAN ON *F1 WORLD GRAND PRIX*



Fuel Pit stops
Tyre Dry (Soft)
Front Wing 22
Rear Wing 21
Gear Ratio 74
Suspension 80
Brake Sensitivity 80
Brake Balance 50
Steering 32
Transmission AT
Settings load Save Default
EXIT

Tyre
Tyre selection

△ ***F1 World Grand Prix*: a must-buy for the serious F1 fan, although our panel had some reservations about car handling and disappointing replays.**

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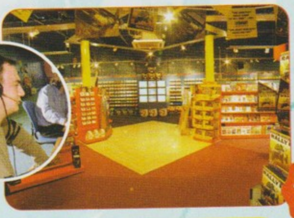

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△ DEVELOPER INTERVIEW P110
△ PEOPLE P104
△ GROUP THERAPY P118

VIBE©

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PAGES 102 TO 122

WELCOME TO THE SECTION WHERE YOU DO ALL THE TALKING WHILE WE SIT BACK AND PUT OUR FEET UP. UNLEASH THOSE SORDID STORIES AND CONFOUNDING QUESTIONS...

VIBE VOX POPS

TARTAN GAMERS BRAVE THE COLD

OCTOBER 14 SAW THE LAUNCH OF DREAMCAST. WE SAW MEN IN SKIRTS WILLING TO CHEAT THE FROST TO GET THE FIRST BITE AT IT

WHILE CHRIS EUBANK was busy slugging it out with punters in London, we travelled north of the border to speak to Scottish Dreamcast buyers willing to brave the cold at midnight on October 13 in order to be among the first to get their hands on the new console. Edinburgh's Electronics Boutique was the venue… ▶

△ GORDON, 31, COMIC ARTIST

WHEN DID YOU ORDER YOUR DREAMCAST?

I was one of the first to order one.

WHICH GAME ARE YOU GOING TO PLAY FIRST?

Virtua Fighter 3tb

WHEN WILL YOU GET TO BED?

Tomorrow!

WHAT EXCITES YOU ABOUT DREAMCAST?

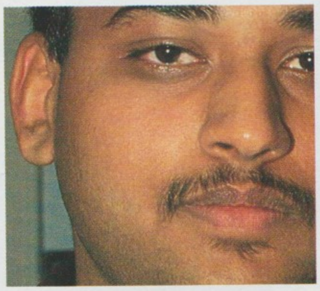
The Internet, so I can check on my website.

WHICH GAME ARE YOU GOING TO PLAY FIRST?

Soul Calibur.

WHAT DO YOU WEAR UNDER YOUR KILT?

Absolutely nothing.



△ ABID SAEED, STILL AT SCHOOL

WHEN DID YOU ORDER YOUR DREAMCAST?

About two months ago.

WHICH GAME ARE YOU GOING TO PLAY FIRST?

Power Stone – its so quick.

WHEN WILL YOU GET TO BED?

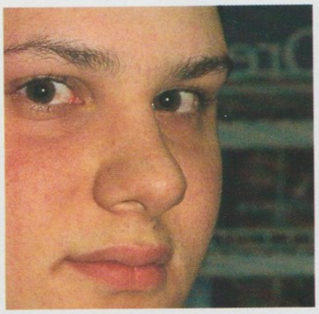
I don't know, but I've got school tomorrow.

WHICH GAME ARE YOU GOING TO PLAY FIRST?

Soul Calibur.

WHAT DO YOU WEAR UNDER YOUR KILT?

Boxers.



△ CAMERON, 18, CHEF

WHEN DID YOU ORDER YOUR DREAMCAST?

About two weeks ago.

WHICH GAME ARE YOU GOING TO PLAY FIRST?

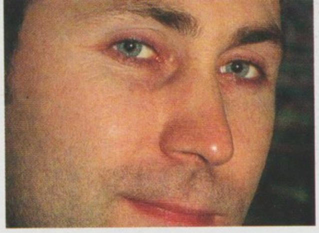
Power Stone, but I can't afford it till Friday.

WHAT EXCITES YOU ABOUT DREAMCAST?

The Internet and *Resident Evil*.

WHAT DO YOU WEAR UNDER YOUR KILT?

Nothing.



△ RAY GODFREY, 23, MARINE ENGINEER

WHEN DID YOU ORDER YOUR DREAMCAST?

About two months ago.

WHICH GAME ARE YOU GOING TO PLAY FIRST?

It's for my son, but I'll sneak a go.

WHEN WILL YOU GET TO BED?

We'll see.

WHAT EXCITES YOU ABOUT DREAMCAST?

The powerful graphics.

WHICH GAME ARE YOU GOING TO PLAY FIRST?

UEFA Striker.

WHAT DO YOU WEAR UNDER YOUR KILT?

I don't wear a kilt.

△ DALE STEWART, 26, UNEMPLOYED

WHEN DID YOU ORDER YOUR DREAMCAST?

I've had me eye on it since it came out in Japan.

WHICH GAME ARE YOU GOING TO PLAY FIRST?

Sega Rally.

WHEN WILL YOU GET TO BED?

Not sure yet…

WHAT DO YOU WEAR UNDER YOUR KILT?

Nothing.

△ JIM MACMILLAN, 23 , DOCTOR

WHEN DID YOU ORDER YOUR DREAMCAST?

About a month ago now.

WHICH GAME ARE YOU GOING TO PLAY FIRST?

Sonic.

WHEN WILL YOU GET TO BED?

Work tomorrow. You never know though.

WHAT EXCITES YOU ABOUT DREAMCAST?

The Internet. It's a grand idea.

WHAT DOES A SCOTTISH DOCTOR WEAR UNDER HIS KILT?

I've never looked up a Scottish doctor's kilt!

△ RICHARD SAVAGE, 24, HEAD CHEF

WHEN DID YOU ORDER YOUR DREAMCAST?

September – a long time ago!

WHICH GAME ARE YOU GOING TO PLAY FIRST?

Ready 2 Rumble.

WHEN WILL YOU GET TO BED?

I'm not working for the next two days, so…

WHICH GAME ARE YOU MOST LOOKING FORWARD TO?

House Of The Dead, and *Tomb Raider* if it ever makes it across.

WHAT DO YOU WEAR UNDER YOUR KILT?

Haven't got one.

△ HOWARD DICKINSON, 29, SHOP MANAGER

WHEN DID YOU ORDER YOUR DREAMCAST?

About five weeks ago now.

WHEN WILL YOU GET TO BED?

When the little one gets up and slaps me!

WHAT EXCITES YOU ABOUT DREAMCAST?

The Internet. And that it's not going to do 'a Saturn'.

WHICH GAME ARE YOU MOST LOOKING FORWARD TO?

Soul Calibur – that's the one I want!

WHAT DO YOU WEAR UNDER YOUR KILT?

Nothing.

△ DEREK GREY, 27, POLICEMAN

WHEN DID YOU ORDER YOUR DREAMCAST?

About a month and a half ago.

WHICH GAME ARE YOU GOING TO PLAY FIRST?

Ready 2 Rumble.

WHEN WILL YOU GET TO BED?

Not too late.

WHAT EXCITES YOU ABOUT DREAMCAST?

Soul Calibur – it's why I'm buying the machine.

WHAT DO YOU WEAR UNDER YOUR KILT?

Absolutely diddly.

SHORT & SWEET

DREAMCAST SYSTEM CHEATS

RESET NET LINK

If you're downloading something and you find that it's taking far too long or it crashes in mid flow, press X+Y+A+B+START to reset and start again.

TOKYO HIGHWAY CHALLENGE

GET HONDA 2000

To get the Honda S2000 you must defeat all the cars from the Four Devos team at the end of the Quest mode to complete the game. The Honda S2000 may be purchased at the car shop in the next game; additionally, the Rival 138-141, Type 515 and Type API cars will be unlocked.

GET PORSCHE 911

Defeat the other death cars in Quest mode and successfully complete the game. The Porsche 911 will be available in the car shop in the next game. In order to do this you must have already unlocked the Honda 2000.

SONIC ADVENTURE

SECRET MINI-GAMES

Plug your controller (and VM unit) into port D. Your VM unit should start to download a secret puzzle game.

SNOWBOARDING

Before you enter the snowboarding section of the game, press X to get a blue snowboard or B to get a yellow snowboard.

TWINKLE PARK

When you get to the Twinkle Park race you can change the camera view by pressing Up.

MORTAL KOMBAT GOLD

OTHER COSTUMES

Highlight a character and press Start. This changes the costume and you can repeat it three times before you get the first costume again.

YOU KNOW YOU'RE OBSESSED WHEN...

...YOU PLAY A GAME ALL WEEKEND IN THE OFFICE

We all have our gaming binges – a lost night here, a lost night there – but Daniel Emery lost the best part of a weekend to one game…

"I BEGAN PLAYING COMPUTER GAMES AT THE AGE OF SEVEN when my dad got a mainframe system and a really basic game based round *Star Trek*. It all went downhill from there, really – I went from that to a BBC, then a Nintendo, followed by a PC. Next on the shopping list is a Dreamcast.

"My now 'infamous' weekend of obsessive gamesplaying began on Friday evening at the office when I was reviewing a game called *Warbirds*, an online MUD, for the magazine I work for. The game's about interacting with people over the Net and, as you'll see, I found it very immersive and horribly addictive. I started playing it at 6pm, and at around 7pm my colleagues left for a club; I said I'd see them there at 8pm after I'd had a chance to get into the game a bit.

"I completely forgot about them. By the time I'd remembered, the club had closed and I'd missed the last tube home. So I thought I might as well play into the wee hours and get the first tube home at around 4am. Unfortunately I wasn't aware of time passing until it started getting light outside at around 6am. I ended up falling asleep, head down on my desk.

"I came round at about 10.30am. But instead of going home like anyone else would, I decided on several cups of tea and to carry on playing. The security guards who patrol the building out of office hours didn't mind – I told them I was doing work, which in theory I was. In fact, apart from the security bods, no one could get hold of me – I'd turned off my mobile phone, thus effectively cutting myself off from the outside world.

"Needless to say I played throughout Saturday afternoon and night, stopping only for more tea breaks. I can't even remember what time I stopped playing that night, but I ended up sleeping under my desk. On the Sunday morning the cleaner came in and started hoovering the floor near my desk. She didn't see me, and ended up accidentally hitting me in the face with the hoover. I woke up with a cry of: "F**king hell!" The cleaner was so shocked that she screamed in surprise and ran out of the room. It was at this point that I realised I should perhaps go home. And get some food.

"The following Monday, my colleagues learnt of my whereabouts that weekend and thought I was a right sad bastard. I got quite a bit of ribbing about it. I don't reckon that my employers believe I'm their most dedicated member of staff though! There are actually quite a few games fans in the office, but they have the common sense to play their games at home!

"To be honest, I've had subsequent mammoth sessions like that at home since then, but my wife doesn't mind too much – she goes out with her mates, leaving me to it, God bless her."

'FUTZ' OFF

WHILE DANIEL WAS 'ALLOWED' TO PLAY OVER HIS COMPANY'S NET CONNECTION, MOST OF BIG BUSINESS FROWNS ON SUCH PASTIMES

Life would be grand if we could spend at least part of our time in the office maiming monsters. Unfortunately it just ain't possible for most of us humble employees. While some liberated and open-minded bosses (a rare breed) reckon that a quick deathmatch between employees is a good stress reliever at the end of a hard day's work, it has been noted that playing games in the work place can have a damaging effect on businesses.

In the United States, a survey of 6,000 people in California found that office workers 'futz' (use their office computer for something other than work) for an average of 5.1 hours a week. Indeed, the report estimates that US businesses alone lose around $100 billion per annum due to futzing.

Better remove that 'time-eating' copy of *Solitaire* from your company PC now or your wage packet could be replaced by a P45.

PHOTOGRAPHY: LUMLEY

YOU KNOW YOU'VE HIT THE BIG TIME WHEN...

...YOU'RE NAMED AS THE PLAYER OF THE CENTURY

Take one obsession to be the best at *Pacman*, 17 years of dedication, and you get the world-beating videogames player – 34-year-old US citizen Billy Mitchell

"VIDEO GAMES BECAME A TIME-CONSUMING part of my life back in 1982 when I got the world record for *Donkey Kong*. It was an experience that gave me an uncontrollable passion to win. I then decided that I wanted to be the best at *Pacman*, the world's most popular game, and first took the world record in 1984 and held it until 1986.

"The golden age of videogames drew to a close though in '86 because the industry was fighting for survival, so official competitions came to an end. Through the years though, me and my friend Chris had always wanted to play the perfect game of *Pacman* because to get a perfect score had become the Holy Grail of videogames. Thanks to the rebirth of classic videogames though, a new competition was held at Funspot in New Hampshire – after that event several players, including myself, returned on weekends to either set world records or attempt to.

"Because of a rivalry over *Pacman* between myself and two Canadian players, I headed out to Funspot on July 1 this year because it's Canada's birthday – and America's is on July 4. I thought I would arrive on July 1 and, before July 4, play the perfect game. On July 2 I decided that I would go for it – I was actually two hours into a successful game, but a little kid inadvertently went and unplugged the whole row of machines, including my game!

"The next day I went at it again. This time I called the various official bodies and told them to get the camcorder ready and to be there – we were going to make videogame history. You see, I work best under pressure...

"So I tried again. The first 18 boards (screens) are a tremendous threshold to overcome – if you miss a point, you don't attain perfection. When you reach the twenty-first board you then begin the long and arduous slog of getting to board 255 – it's very easy to make mistakes and between 1.9 and 2.1 million points, and I kept making them!

"I remember thinking that the situation was coming apart, and I began coaching myself out loud. It worked and by board 254 (out of 256), I really started to get excited. I reached 256, the magic number, which had to be completed to get the perfect score. The final board is 'split screen'. The reason why it's the end of the game is that you've exhausted the game's memory. It only has enough to hold the left half of the screen but not the right half. In the right half, the walls and pills are invisible and you have to complete it without losing any of your six lives. I managed it though and ended up with the perfect score of 3.3 million in six hours.

"There was clapping, autograph-taking and cheering. A reporter asked for a quote and I told him: 'I'm never going to play that damn thing again!' It felt like the end of a long journey. I even had a call from one of the Canadians – he laughed and said that I'd ruined his life.

"When I returned home, the calls started coming – *Time Magazine*, *The Wall Street Journal*, Sky TV. I've also been phoned by the likes of *The David Letterman Show* and Rosie O'Donnell. Namco, the creators of the game, also flew me first class to the Tokyo Game Show and gave me an award for being the worlds' greatest *Pacman* player. On top of that, because of my other video games successes as well, the Classic Gaming Expo in Las Vegas declared that I was the most successful video game player of the 20th Century."

RECORD BREAKERS

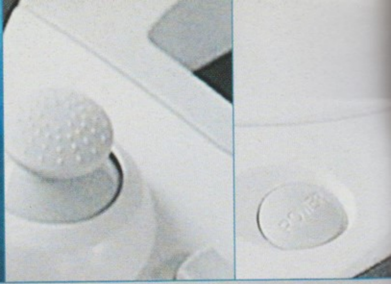
OUR BILLY AIN'T THE ONLY GAMING GOD OUT THERE...

Take one Stephen Krogman, a 31 year old living in Fort Lauderdale, who managed to amass a ridiculously high score of 1,466,460 on *Arkanoid*, that old spin-off of the classic *Breakout* game. He managed to beat the previously huge record set by Mike Chase in 1987.

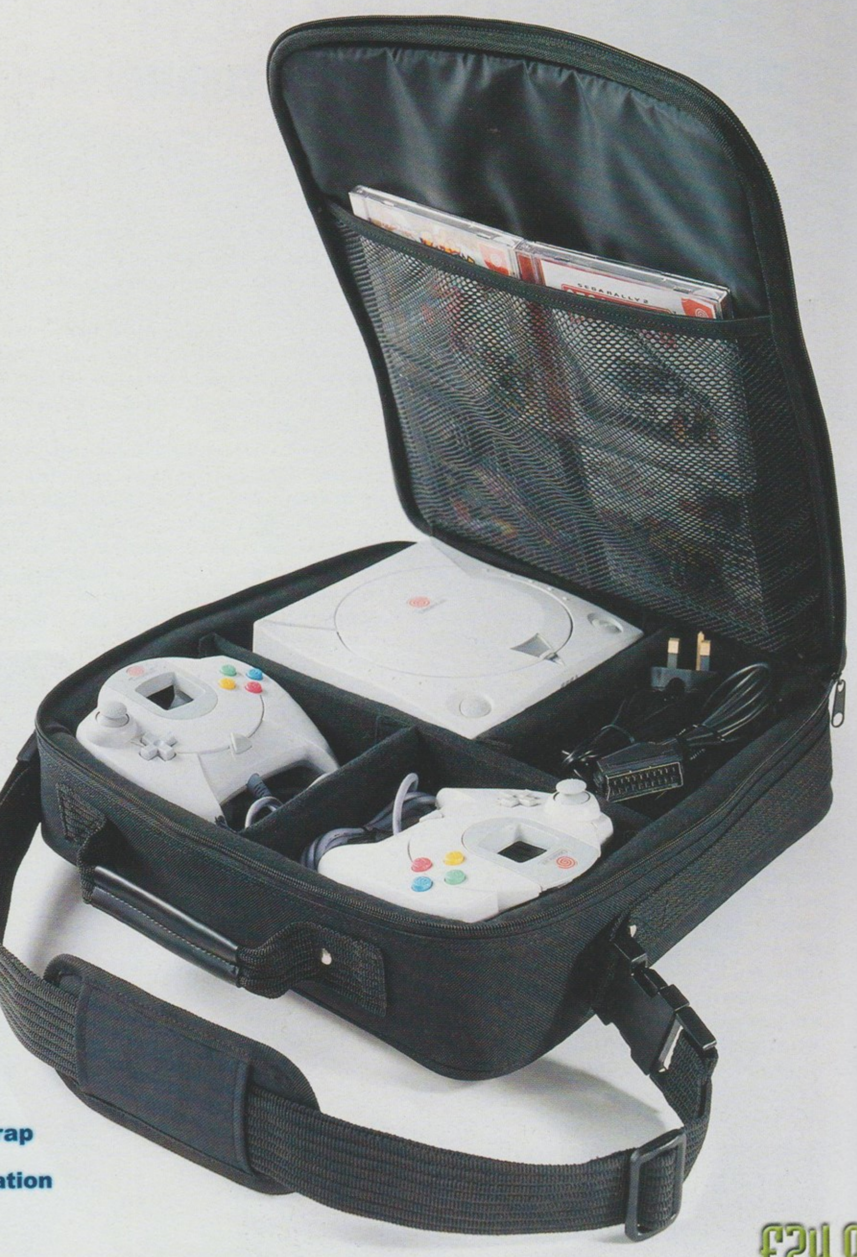
Such is the kudos attached to top scoring players in certain quarters that a man hunt has been launched to find Scott Safran who scored a world record of 41,336,440 points on *Asteroids* on November 13th, 1982. Trouble is that no one has been able to locate Scott to present him with his official certificate of merit. So if you've relocated to Blighty, Scott, and are reading this, be sure to drop us a line and we'll pass your details on...

• For more details on video game records, point your DreamKey browser to the Twin Galaxies' Official Video Game & Pinball Book of World Records (www.twingalaxies.com)

Dreamcast™



Games Console Carry Bag



This heavily padded, reinforced, water resistant, *lockable Games Console Carry Bag will safely store the Dreamcast Console, two Dreamcast Controllers, all the leads and several games. It has a detatchable shoulder strap and a carry handle for ease of transportation and adjustable inner compartments.

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***Padlock not included. (Console Controllers, Leads & Games not included.)**

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YOU KNOW YOU'RE OBSESSED WHEN…

…YOUR PARTNER IS A GAMES FANATIC"

Imagine moving in with your ideal man… only to find that he prefers playing computer games to bedroom games. Just ask poor 'Beccy'

"PAUL SEEMED PRETTY MUCH IDEAL. Okay, apart from the usual revolting male traits such as farting in bed on a regular basis, he seemed the real deal – good-looking, intelligent, and he could make me laugh.

"We'd been dating for eight months and had recently moved in together. Apart from the odd argument over who was going to wash the dishes, clean the bathroom etc, things had been going pretty well. There was a downside, however: when I moved in with him, I didn't quite know how much he was into computer games.

"Once we started living together though, I became increasingly tired of him sneaking off to play with *Mario* and *Sonic* rather than spending time with me. Don't get me wrong, I understand utterly that all boys need their toys, and I don't mind computer games in small doses, but to spend all night in front of a screen playing with one's joypad isn't my idea of fun. I did try to get him away from his consoles and PC by making sarcastic comments and throwing him accusatory looks whenever he said he was popping upstairs for an hour or two, but to no avail.

"It all came to a head one night though. We were supposed to be going clubbing with my mates in town but he rained off, saying he was knackered from work and just wanted to chill out at home. A little disgruntled, I put on my best clubbing gear and hit the town. The evening was a blast, and I ended up getting home at around two in the morning.

"When the cab dropped me off I could see exactly what he'd been doing all night. There was a faint glow from the guest bedroom window – the room where Paul played on his beloved consoles and computer. I marched into the house, went up the stairs, and there he was playing his 'latest and greatest' game! So much for being knackered from working too hard, I thought.

"I figured that all wasn't lost and, to be blunt, I fancied a quick shag before going to sleep. So I began to strip, and seductively took off my top, mini-skirt, stockings, suspenders etc until I was standing in front of him in just my finest La Perla silk bra and knickers – which are bloody expensive, I'll have you know. I whispered in my best 'femme fatale' voice for him to come to bed with me. I'll never forget his reply. Without looking away from the screen, Paul said: 'Wait a minute, I'm just about to invade Warsaw and annex Poland.' After calling him a sad bastard, I left the room and went to bed.

"Two weeks later I heard through a mutual friend that when questioned about that fateful night, he apparently replied: 'There are 3.3 billion women on the planet, but there are only a few good computer games.'

"Perhaps unsurprisingly, that was the last straw. We split up the following week, and I've since fallen head over heels in love with… a fanatical Man United footie fan. Well, as I said, all boys need their toys."

FULL ON FANATICISM

WHILE POOR BECCY MAY HAVE HAD A HARD TIME WITH FANATICAL PAUL, AT LEAST SHE DIDN'T MARRY A FULL-BLOWN ADDICT

ADDICTIONs are commonplace these days. Drugs, gambling, shopping… it seems we're all hooked on something. While game addiction has graced the front pages of tabloids over the past few years, there are even more oddball addictions out there.

Take the little-heard-of *Star Wars* Widows – a unique set of women over in the States *(Where else? – Ed)* who have 'lost' their darling hubbies to the Force.

Jennifer Wistock decided she'd had enough of her husband's spending habits – not blowing a packet on crack cocaine, mind you, but the estimated $100,000 he'd spent on *Star Wars* gear – things such as videos, merchandising and even road trips to conventions. So pissed off was she that Jennifer divorced him, claiming that his obsession for all things *Star Wars* was 75 per cent of the reason she was leaving him. Fortunately for him, he was allowed to keep his entire *Star Wars* collection. The lucky git.

PHOTOGRAPHY: LUMLEY. T-SHIRT BY BLOODY NICE (www.bloodynice.co.uk)

IN THE HOT SEAT
WITH SEGA

EVERY MONTH WE GIVE YOU THE OPPORTUNITY TO TALK DIRECTLY TO SEGA. SEND US YOUR QUESTIONS AND WE'LL PUT THEM TO THE PEOPLE BEHIND THE WORLD'S GREATEST CONSOLE

FOOTIE FOCUS
Will Sega be releasing *NFL2K* over here? If not, how can I get hold of it?

Andrew Poulter, via email

Fingers crossed, yes, but we haven't got confirmation yet. Until then you can look forward to *NBA2000*, a stunning basketball game made by the same people, and which will be available at the start of next year.

UPGRADES?
Will Dreamcast be upgradeable? When the new PSX and Dolphin consoles come out, will Sega be producing an upgrade to help it rival their graphics capabilities?

Jon Swallow, Suffolk

Dreamcast has got enough grunt under the bonnet to rival anything I've seen so far. Its design is very flexible, and the extension socket at the back of the machine will enable us to release a wide range of peripherals, ensuring that DC remains a competitive console for many years.

ADAPT OR DIE
Why does Dreamcast only come with a standard RF adaptor, and not a SCART lead. Is it because there's not enough demand for it?

Jason Reid, via email

Yes. We used SCART with the Saturn for a while and found that most people requested an RF lead. The SCART lead for Dreamcast was available for sale at launch though.

PLATINUM BLONDE
Will Dreamcast have something like PlayStation's Platinum range, where classic games get reduced in price after being on sale for a while?

Matt, Hastings

Give us a chance! The machine has only just hit the shelves!

MEMORY BONUS
Are we going to see arcade machines with a VM slot in the UK?

Nick Blair, Derbyshire

The idea behind the compatibility between Naomi (arcade machines) and Dreamcast certainly includes the use of VM. We'll let you know just as soon as these arcade machines hit our shores.

SPEEDY MODEM
When will the 56k modem be available, and how much will it cost?

Andrew Lyons, Bristol

As we have developed an exclusive network for Dreamcast which doesn't slow down like the rest of the Internet, the standard 33.6k modem is more than adequate to deliver our services. An upgrade for it isn't yet necessary.

BUNDLE UP
Will Dreamcast be bundled with any games over Christmas?

David Smith, Norwich

No. Dreamcast is bundled with Dream On vol.1

SEX? NO THANKS
With Dreamcast's email capability, will I be able to view file attachments? Oh, and will the sex sites really be available?

Matthew Threadgill, via email

You won't be able to view file attachments; and we've commissioned a filtering system to prevent access by minors to adult sites.

POLYGON PUZZLER
I've heard that PSX2 has less graphics RAM than Dreamcast. Surely this means that polygon textures will look more detailed on DC, so how is the PSX2 going to look so much better?

Jay Filmer, via email

Beats me!

WRITE TO US
Want to get something off your chest or get the official response to a query that's been bothering you for ages? What are you waiting for, then? Get writing. Address your letters to:

Sega Q&A, ODM, 19 Bolsover Street, London W1P 7HJ. Alternatively, email us at letters@dreamcastmag.co.uk using the subject heading 'Sega Q&A'.

CALL SEGA
Sega have set up three phone line services to cover all your Dreamcast queries:

CONSUMER SERVICE LINE
08456 090090
Call this number if you have a technical problem with your console, or questions about when and where you can buy products.
Cost: local call rates.

INTERNET SUPPORT LINE
09066 544544
For questions about DC's online facilities, including the DreamKey software and connection problems.
Cost: 60p per minute.

HINTS & TIPS LINE
09067 532222
Hints, tips and solutions for any of Sega's Dreamcast titles.
Cost: 75p per minute.

If you're under 18, ask permission from whoever pays the phone bill before calling, or you'll be for it.

EXPLAINED:
CONNECTING YOUR DC TO YOUR TV

You'll already have noticed that your Dreamcast comes with an RF unit to plug into your TV. Alternatively, you could choose to pay an extra £15 for a SCART cable to enable the connection.

WHICH IS BEST?
The SCART cable, basically, for reasons far too techie to be gone into here. All you need to know is that the TV picture will be clearer and sharper. Dreamcast's graphics processing power means that games will always look great whichever mode you decide to use. It's just that with a SCART lead you can appreciate it that little bit more.

SO I SHOULD GET ONE, THEN?
If you've got £15 spare it's worth a punt. Remember to check first that your TV has a SCART socket in the back. Most modern sets have one, although some don't – particularly at the cheaper end of the market. You'll feel foolish if you get home after buying it and *then* realise your TV is too old.

IF IT'S SO GOOD, WHY DIDN'T IT COME WITH THE CONSOLE?
Like we said, not everyone can use a SCART lead. When Sega launched their previous console, the Saturn, it did come with a SCART lead, but at the time few people had TVs that could use it.

Although most televisions do now have the right port, supplying SCART leads as standard would still leave a number of people out in the cold. There's also the fact that many people still don't know what a SCART port is. Even technophobes shouldn't have any problems locating the aerial port on their TVs.

WHAT IF I HAVEN'T GOT A SCART PORT?
Well, the RF unit is perfectly fine for playing games – it's not as if the picture quality is bad. The other option will eventually be the VGA Box, which we covered last month. Or, of course, you could consider getting a new TV – the cheapest retail for under £90 nowadays, y'know.

- *No plans to release the VGA Box in Europe have been confirmed, but our best guess is that it will be out by the middle of next year priced around £40.*

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WHO IS THE PUBLISHER OF UEFA STRIKER ON THE DREAMCAST?

PLEASE SEND YOUR ENTRIES TO DREAMCAST COMPETITION, WICKED WARE, 1st FLOOR, STREATFIELD HOUSE CARTERTON, OXFORD OX18 3XZ. *(THE WINNER WILL BE PICKED AT RANDOM FROM CORRECT ENTRIES.)*

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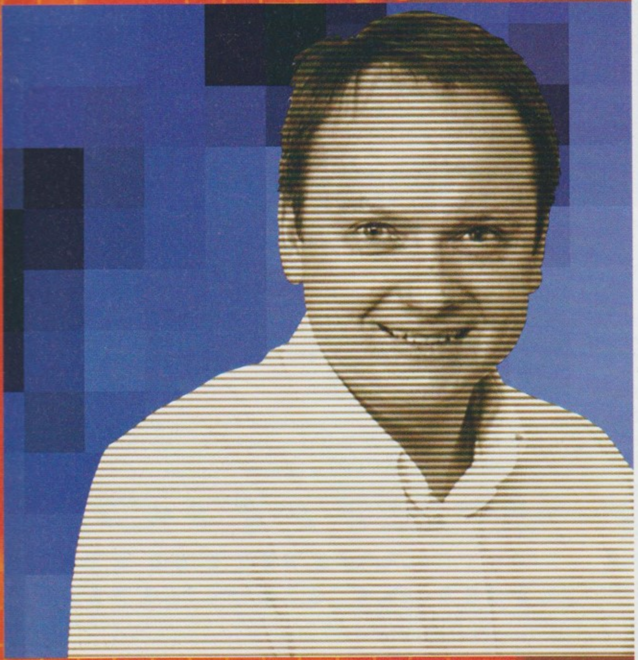


IN THE HOT SEAT

WITH GRAHAM CHAMBERS

ODM READERS PUT THEIR MOST DEMANDING QUESTIONS TO ONE OF DREAMCAST'S HOTTEST DEVELOPERS IN ORDER TO FIND OUT WHAT MAKES UBI SOFT TICK, AND HOW THEY MANAGED TO BE A MAJOR SEGA PLAYER FROM DAY ONE

French super-publishers Ubi Soft are one of the old guard, a company that has spent years gradually and carefully expanding to become one of the world's largest publishing and development houses. You might recognise the name because of Dreamcast launch titles *Monaco Grand Prix Racing Simulator* and *Speed Devils*, but Ubi Soft have consistently stretched the boundaries to push the latest technology.

They also have their own signature character in the shape of Rayman. The original platform game has sold more than a million copies worldwide, and the full 3D sequel is due out on Dreamcast early in 2000. But you just know that a company as large as Ubi Soft have got plenty up their voluminous sleeves. To unravel their plans that little bit further, we sat down managing director Graham Chambers and put your questions to him.

LICENCE TO THRILL

Why isn't *Monaco Grand Prix* officially licensed? I feel that most fans expect this in an F1 game.

Phil Rodgerson, Huddersfield

GC: At that time we couldn't obtain an FIA licence, so we acquired the prestigious Automobile Club de Monaco licence, which actually gave us greater flexibility with the game. We've since been in talks with the FIA for the next season.

ODM: The FIA only grants four formula one licences each year, and these had already been taken. So, any chance of getting an official FIA licence in the future?

GC: Yes indeed. We've been in discussions with the FIA for some time, the result being the allocation of an F1 licence for the 1999/2000 season, with all the official drivers, teams and tracks. So expect a new F1 game from Ubi Soft next year.

BETTER PLATFORM

Be honest, will *Rayman 2* be as successful on Dreamcast as *Mario 64* was on N64?

Stephanie Leeson, Battersea

GC: *Rayman 2* on any format is a fantastic game, and Sega's reaction to it is that it's a killer application. The hardware sales have been excellent, so yes, we think it will be very successful.

THE NAME OF THE GAME

Can you change the driver and team names in *Monaco Grand Prix*? If so, could someone upload this to the Internet so that everyone can download it to their VM unit?

Michael Harrington, Leith

GC: Yes, there's a full team editor in the game, so drivers' names can be altered to anything you wish. However, there isn't a way to download names from the Internet. The only way to do it is to change the names, save it to your VM and then give the VM to your friend so that they can transfer the set-ups.

SO YOUNG

Ubi Soft made their name doing children's games. Are you planning any kiddy fodder on Dreamcast?

Lisa Jessop, Malmesbury

GC: Ubi Soft are a family publisher. We don't have any plans to develop any educational titles for Dreamcast. We do intend to publish games that all the family can play, such as our *Grand Prix* games, the adventure game *Rayman 2* and arcade racer *Speed Devils*. Each title has an element in it that will appeal to different ages as well having the universal appeal of great gameplay.

RE: FORMAT

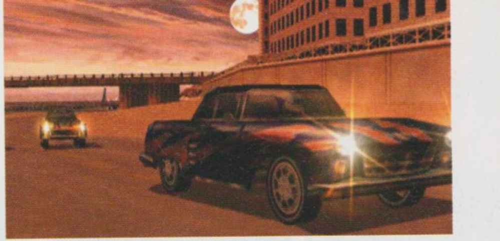
Rayman 2 is appearing across all the different formats at the same time. Did you have to use separate development teams on each format, or could you create the Dreamcast and PC versions side by side?

Lance Gilbraich, Carlisle

GC: Yes and no. There are different development teams for the various versions of *Rayman 2*, but they did coincide. The N64 and PC versions are out first, followed by Dreamcast and PlayStation versions in March. So the last half of the development period for the PC team coincided with the first half of the development for the Dreamcast team. Some of the PC team, such as the graphic artists, producer and designers, cross over to other formats.

> "EXPECT A NEW F1 GAME FROM UBI SOFT NEXT YEAR"
>
> – GRAHAM CHAMBERS, UBI SOFT

△ *Monaco Grand Prix*: rename your drivers to whatever you want.



△ *Speed Devils*: No plans for a sequel – yet.

Basically we pick and choose the best people available to give expertise where needed, but some staff oversee the development to ensure continuity and quality over all formats.

NEW VROOM

While it wasn't perfect, *Speed Devils* showed some real promise. Are there plans for a sequel, perhaps with an Internet mode?

ODM

GC: There aren't any plans for a sequel at the moment. If the product is as successful in the market as it has been with the press, then it is a possibility. We constantly look at our titles to see if a sequel is warranted. *Speed Devils* is a good enough game to make a series, but if we ever did do a *Speed Devils 2* then we'd have to look at ways to make it different enough to justify it. Saying that, we'd definitely take advantage of the online gaming capabilities of Dreamcast with a second game.

ONLINE SOON

It seems to have taken developers a little while to get any Internet-related goodies into their games. Are any of the forthcoming Ubi Soft games going to take advantage of the Internet connection, including multiplayer gaming?

Gordon Mitchell, Llanelli

GC: Yes they will, when the technology is available, when everything is up and running, and when Dreamcast online gaming kicks off.

OUT TO LAUNCH

Do you think the delay in the European launch of Dreamcast harmed Sega's chances of success, or was it the right thing to do?

Bill Gilchrest, Burnley

GC: Sega needed several things to make a decent impact with the launch. These included the quantity of stock, an ISP link that that worked properly, and a good range of games. There were a few customer grumbles about the delay, but in the end it showed Sega's commitment to launching a quality product. Also, a delay meant that an increased number of games were available on the new launch day, which is only good news for the customer. I think the sales we have seen at retail mean it's a huge success.

JUST GOOD FRIENDS

You were one of the few launch day developers. Is this because of any special relationship you have with Sega, or simply that you managed to create Dreamcast games quicker than most other developers?

Lisa Hopkinson, Falmouth

GC: We do have a very good relationship with Sega. Add to that the fact that we're a technology-driven company committed at the very first stages to any new console. Also, as about 80 per cent of our 1,500 employees (worldwide) are involved in game development, we have a huge in-house team to work on new formats.

EXCLUSIVE MISSIVE

It seems you develop across all the available platforms, but do you have any plans for Dreamcast-only games?

Mike Elton, Tonbridge

GC: We don't really develop for just one format, as we run what is known as a modular engine system. For example, the basic programming code (RaGE) that's used for our racing games is constantly added to and improved upon for all types of racing game from N64 to Dreamcast. If a port of a game works, then we'll do it. Having said that, we do plan to publish other developers' Dreamcast-only games, such as *Evolution*, Dreamcast's first RPG [see page 50], and more next year.

THANKS FOR THE MEMORY UNIT

The Visual Memory unit is a natty little add-on. Are any of your games planning on taking advantage of it the way *Power Stone* and *Sonic* do, or perhaps you have some ideas of your own?

Olivia Gordon, Fulham

GC: It is a great idea, and you'll be seeing sub-games, secret strategic moves, swappable information, and the VM unit included much more in next year's games.

QUICK CONVERT

If you take one of your PC games, on average how quickly do you think you can convert it to Dreamcast? Is it really as simple as everyone claims?

Paul Tippley, York

GC: The making of almost any game could never be described as 'simple'. On average I'd say it takes about six months to port a game over. The first conversion stage can be done in as little as three weeks, which did surprise some developers. But then you've got to deal with add-ons, reprogramming some sections, new game modes, new menus, better graphic compression and therefore more detailed graphics, optimisation, tweaking, testing, more tweaking, approval processes, and the physical manufacture of the game. It's never simple. As the teams had to learn from scratch, both of our in-house-developed games have taken about a year to make.

ROAD TO SELL

Is Dreamcast the ultimate toy for driving fans? After all, you produced two of several driving games available for the console before Christmas.

Rory McGuinness, Dunfermline

GC: It just might be. The analog controls, high-resolution graphics and handling add to give a pretty potent mix. It's certainly the best experience you can get from any console at the moment.

A STAR IS BORN

Is it true that Rayman has been made into a television character?

Steve Robinson, Melton Mowbray

GC: Absolutely. Rayman has his own animated series, with 13 20-minute episodes that will be screened on TV around the world next year.

TIE ME DOWN

If you had to pick one thing you loved about Dreamcast, what would it be?

Philippa Francis, Wirral

GC: The possibilities it brings. It's *the* new exciting format out there, bringing more opportunities than ever before – better graphics, better gameplay and Internet connection all mean there are some great games ahead.

FUTURE NOW

Can you mention some of the Dreamcast games you've got lined up for next year?

ODM

GC: There's the new F1 game; *Rayman 2*, of course; the RPG *Evolution*; *Deep Fighter* and *Heroes Of Might And Magic III* is also coming, along with a strategy title named *Arcatera* and a crazy adventure about *Stupid Invaders*. And that's just for starters.

NEXT MONTH…

We'll be printing the answers to the questions you sent us to put to No Cliché, developers of the excellent *Toy Commander*. The issue after we'll be talking to Bizarre Creations. If you want us to put questions to them on your behalf, about forthcoming titles *Metropolis Street Racer* or *Furballs*, developing games on Dreamcast or Liverpool FCs chances of ever winning a trophy again, email us at letters@dreamcastmag.co.uk, or make use of Royal Mail with a letter to Official Dreamcast Magazine, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ.

GOING SOFT

Formed in 1986, Ubi Soft had a quiet start as an educational publisher; even massive success *Rayman* was initially marketed as a children's game. But the substantial revenues it generated gave the French company the confidence to expand into mainstream games, and they now have more than 1,200 products in their portfolio from a combination of in-house development teams and third-party publishing deals.

Here's a potted history of Ubi Soft's various successes…

POD

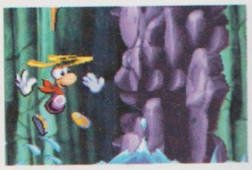
Future racer *POD* garnered huge publicity when it was the first game released to support MMX, a new multimedia chip technology from Intel, the precursor to modern 3D accelerators. Some ludicrous end-of-the-world story got in the way of the action (of course), but this was entertaining and packed with tracks and cars.

FOOTBALL WORLD MANAGER

One of Ubi Soft's publishing deals, *FWM* was designed by Caffeine Studios. After a recent visit to their office, we spotted a Dreamcast development machine, which suggests that *FWM* or an alternative footie game could be coming to Dreamcast soon.

THE FIFTH ELEMENT

Luc Besson's stylistic science fiction film was always going to be difficult to reproduce in the form of a game, but French developers Kalisto gave it a good go. Ubi Soft's worldwide publishing presence made sure that the game sold well anyway, despite appearing nearly a year after the film's release.



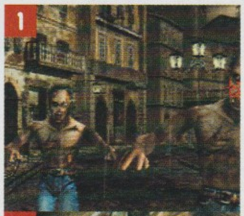
RAYMAN

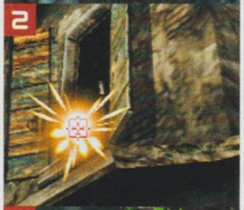
More than four and a half million copies of this game have been sold, and it's barely been out of the charts since its release four years ago. Now a hugely popular and familiar icon, Rayman is going to compete with Sonic for a place in Dreamcast gamers' hearts.

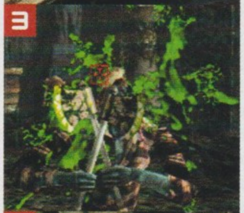
GET TO GRIPS WITH

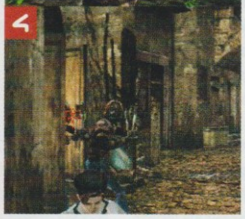
THE HOUSE OF THE DEAD 2

THIS IS ONE OF THE HARDEST LIGHT-GUN GAMES YOU'LL EVER PLAY. HOWEVER, WITH THESE TIPS YOU CAN BRING THE TOUGHEST ZOMBIE CRASHING TO ITS KNEES. NOT ONE FOR THE FAINT OF HEART









BEGINNERS TIPS

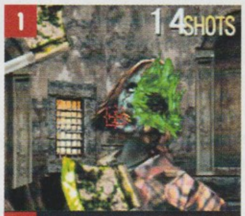
Before you start there are some fundamentals that we need to get out of the way. If you're gonna be king of this pub classic, you can't afford to make any silly mistakes.

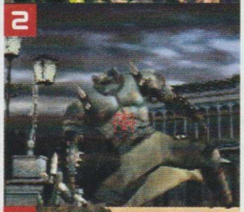
1 When confronted by two zombies, a lot of people make the mistake of shooting the one on their side of the screen first. But this gives the closer zombie the chance to attack, so instead first take out the sucker closest to you.

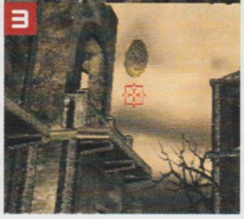
2 If an enemy on screen is throwing things, your first priority is to shoot the projectile. Do this quickly, then cap the zombie that threw it so it can't bother you any more.

3 If you want to take down an enemy quickly in *HOTD 2* you should try to hit its head. Not only is a head shot worth more points,it also kills most enemies instantly.

4 Learn the levels. This sounds obvious, but you'll be surprised how much easier a level becomes when you know where every bad guy is going to pop up.







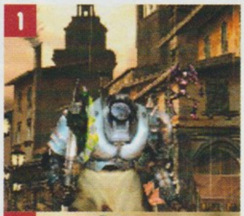
PRACTICE MAKES PERFECT

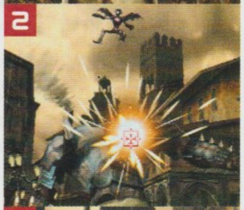
Hone your skills using the training mode. It tests your reactions, aim and rate of fire. Remember that if you can't fire quickly enough you can always use the pad trick. Tips for three of the more difficult missions follow…

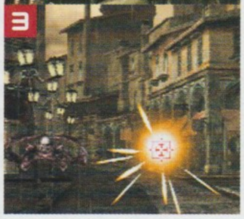
1 In this mission you must kill ten enemies with only 30 rounds and two lives. Accuracy is the key here. Take time to aim for their heads. And remember not to fire until you see the whites of their eyes!

2 This mission is designed to improve your rate of fire. To stop Judgement you must hit him a great number of times. Hit him enough times before he reaches you and he dies. You may have to resort to using the pad here.

3 The final mission has you shooting a coin to keep it in the air for a set time. This requires accuracy as well as fast reactions, because the coin is unpredictable.







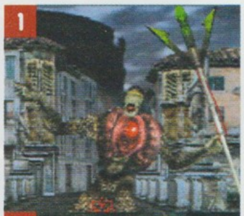
JUDGEMENT TYPE 28

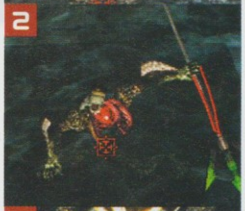
You might think Judgement is the huge axe-wielding monster, but he's not – that's his minion, Kuarl. Judgement is actually the little winged demon who flies around the screen, hiding behind his big mate. Wuss.

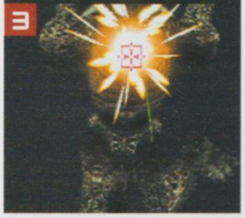
1 The giant actually takes little damage, so it's best to concentrate on Judgement himself. The two share an energy bar, and you should notice that it goes down much faster when you hit the demon. Don't ignore the big fella, but try to pepper the demon as well.

2 Rather than follow the demon around the screen, fire at the giant's chest, and often Judgement will fly through your line of fire. If he stops moving, it means the giant is about to raise his axe, so shoot the little guy to avoid taking damage.

3 After taking about three quarters damage, Judgement loses control of Kuarl and attacks on his own. When he flies left and right, fire just off-centre to the right; when he flies up and down, fire off-centre towards the bottom. Victory will soon be yours.







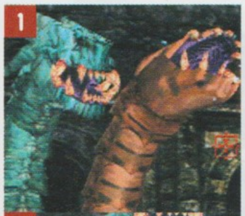
HIEROPHANT TYPE B

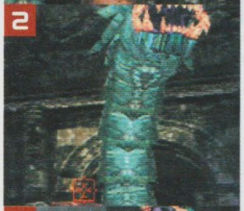
Hierophant is a sea creature with an enormous trident – quiet at the back there – who can attack at close quarters and from afar, thanks to his piranha friends. Once you get to know his weaknesses he's a pushover, but he can do some serious damage if you're not alert.

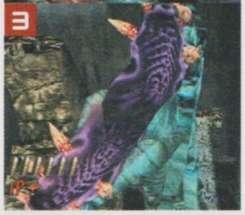
1 Its only weak point is its heart, which is protected by a moving ribcage. You need to be accurate, because if not, every time it jumps you'll get skewered. Also, watch out for the leaping fish, which can give you a nasty bite that you won't forget in a hurry.

2 If you keep firing at Hierophant's chest, you're guaranteed to hit its heart as soon as the ribcage opens. When it summons the killer fish, you need to take them out first, then try to hit the heart for bonus damage.

3 Once its taken sufficient damage, Hierophant will leap high in the air and try to impale you with its trident. Quickly fire aimed bursts at its chest, or you'll get hit.







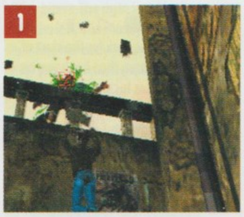
TOWER TYPE 8000

Tower is a five-headed Hydra-like monster. Four of these heads take turns to attack you. Watch out for the telltale charging around the mouths.

1 Wait until Tower charges up to attack before shooting it in the mouth. You can hit it at other times, but then you risk running out of ammo when you need it most.

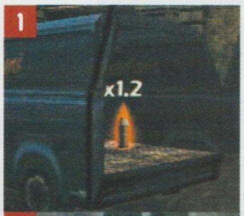
2 After you hit each head twice it falls off and dies. Once you've destroyed four, the main head tries to escape.

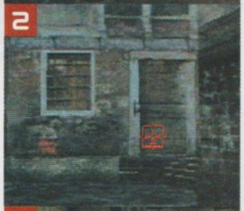
3 To avoid getting hurt, fire rapidly at the open mouth as it rushes at you. If you cause enough damage it backs off and tries again.

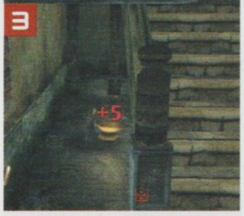


LEVEL ONE

1 At the end of level one you see a woman hanging off a bridge. Quickly shoot the barrel out of the zombie's hands and then prepare to shoot the one who bursts out from the right. You get a life-up for this.







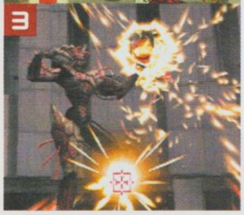
ORIGINAL MODE POWER-UP

Throughout the original mode, there are power-ups that you can't afford to ignore. Once you know where they're located, it's not difficult to pick them up.

1 On the second level, shoot the zombies off the car and quickly blast the rear doors of the van. They open and you get a good item, often the sub-machine gun.

2 On the third level, you see a civilian on a boat being attacked. Shoot the zombie, then after the cut-sequence a power-up should appear.

3 The rats that you often see will lead you to secrets in original mode. Simply shoot one of them and it runs off to the left or right. Your character follows them and almost always finds a good item.



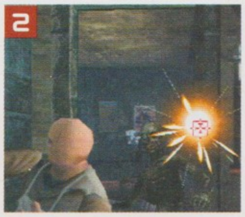
SECRETS

So what exactly does happen if you finish the game or save all the hostages?

1 If you get 80,000 points or more you get the special ending, and if you finish the game with a zero as the last digit of your score, then you get another one.

2 So what's the point of all those civilians – apart from getting in the way? Well, if you save all the hostages you reach a secret bonus room on the last level.

3 The pad can be a valuable weapon. Although not ideal for use in the main game, it has one advantage: if you tap A and B rapidly you can fire and reload at the same time, meaning you never run out of bullets. This makes some bosses, such as Magician, a doddle.



LEVEL TWO

2 Shoot the key by the gates and kill the fat zombie before it charges into the child. You now enter the bar. When the camera pans round to the door, quickly shoot off the lock and aim past the civilian to kill the zombie.

SHORT & SWEET

HYDRO THUNDER

BOOST JUMP

Essential to reach many secret short cuts. When travelling along at full speed, suddenly hit reverse throttle (left trigger) and the turbo (A) to jump into the air. The height of the jump is controlled by how long you hold down the button.

TURBO START

When the countdown is taking place before the race, hold down the reverse throttle until the number 1 appears. Then switch to full throttle (right trigger), and off you go.

FISHING BOAT

Work your way through the game and enable the hidden tracks. Then, on the boat selection screen, hold down both triggers and press View (Y) twice. Selecting the Chumdinger enables you to race in a fishing boat. Cool.

MARVEL V CAPCOM

SHADOW LADY

At the character selection screen, highlight Morrigan and then move the selection box around the screen in this order: Up, Right x2, Down x4, Left x2, Up x4, Right x2, Left x2, Down x2, Right x2, Down x2, Left x2, Up x2, Right x2, Up x2, Left x2 and Down x5.

RED VENOM

Start at Chun-Li, and then go: Right x1, Down x4, Left x1, Up x4, Right x2, Down x2, Left x2, Down x2, Right x2, Up x4, Left x2, Up x1.

LILITH

Start at Zangief, then: Left x2, Down x2, Right x2, Up x2, Down x4, Left x2, Up x4, Right x1, Left x1, Down x4, Right x2, Up x4, Left x2, Down x4, Right x1, Down x1.

INCOMING

CHEAT MENU

At the main menu, press Up, Down, Left, Right, X, Up, Down, Left, Right and then Y to reveal the cheat menu. It enables you to choose which mission you want to start on, switch on infinite lives and shields, and so on.

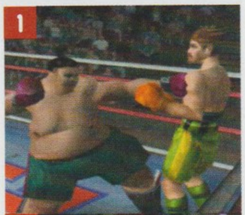
GET TO GRIPS WITH

READY 2 RUMBLE

IF YOU'RE FED UP WITH GETTING YOUR ARSE PUNCHED IN *READY 2 RUMBLE*, FEAR NOT. HERE'S AN EXCLUSIVE EXTRACT, COURTESY OF KEITH KOLMOS, FROM THE NEW OFFICIAL STRATEGY GUIDE. YOU'LL BE TRANSFORMED FROM CHUMP TO CHAMP

SALUA TUA

By law, every fighting game has to have a sumo wrestler character who's seemingly useless, but who, in the hands of an expert, can be deadly. Salua Tua is no exception.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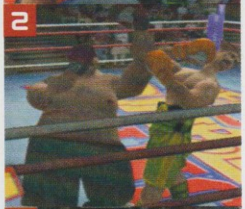
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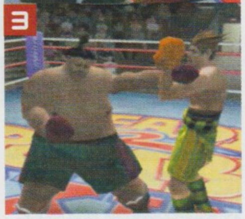
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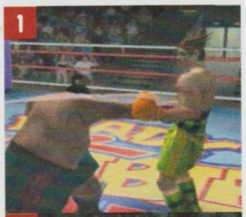
FIGHTING BASICS

1 Salua lines up for an overhand right to Rivera. Salua is powerful, yet slow. Use big punches like this one to get your letters for RUMBLE mode.

2 This is a quick uppercut. It doesn't take long to set up, and is one of Salua's most effective punches. Here it catches 'Raging' Rivera off guard, and Salua gets another letter.

3 Salua's punches tend to be telegraphed, like this one, so your opponents know what's coming. Therefore, make sure they can't do anything about it. Hold off the big punches until opponents are stunned or trying to set up their own big punches.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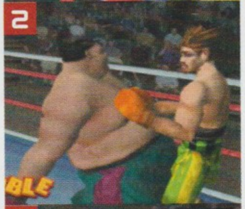
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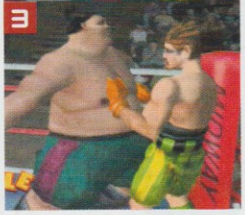
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SPECIAL MOVES

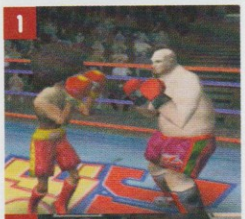
1 **PORKCHOP** ◁, ▷ + Y
Salua draws back his right hand at the start of this move, and delivers a big right-hand blow. The power this move builds is considerable. Be careful when you throw a punch like this though, because Salua's lack of speed leaves you vulnerable.

2 **TON OF FUN** ◁ + X
Salua draws back for the start of the Ton Of Fun move, then he draws his hips back and uses his weight to his advantage. This may be the literal example of a body blow, as Salua uses his considerable body to do all the damage.

3 **ALL YOU CAN EAT** ▷, ◁ + X
This move is an extension of Ton Of Fun. Salua draws a little further back to execute this one, and it includes a little hop. This move does more damage than a Ton Of Fun.

AFRO THUN

There's no doubt that Afro Thunder is by far the funkiest boxer to ever grace a console.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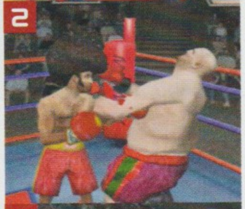
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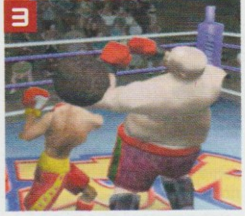
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FIGHTING BASICS

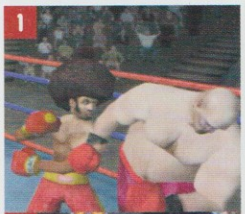
1 Toe-toe-toe fighting is not an option. Thunder's slight frame means he can't take too many punches. Lead in with your guard up to block the initial blow.

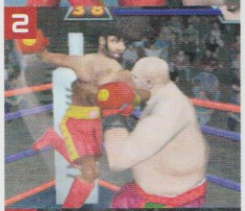
2 Once you get in close, drop the guard and send a big punch your opponent's way. Here Thunder lands a big right uppercut on Tank Thrasher.

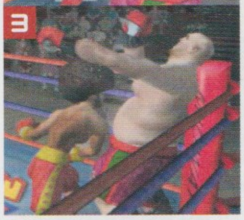
3 Putting on a good show is part of Afro Thunder's overall fighting strategy. Throwing the big punches also gets you letters for RUMBLE faster, which is an added benefit.

DER

But he's not just a sharp looker. His dazzling speed makes him an opponent to be feared.







SPECIAL MOVES

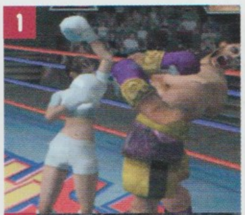
1 **UP TEMPO** X *repeatedly*
Up Tempo is similar to Johnson's Clockwork. It's a lot like a round at the speed bag. By this time, the target is your opponent's body, not the head. The move finishes with this left hook.

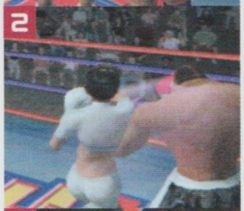
2 **THE SUPA STUPID FUNKY PUNCH** ◁, ▷+Y
This special move starts out with Thunder leaning into and jumping up at his opponent. Then he brings back the right hand to strike and ends with a crushing blow to the head.

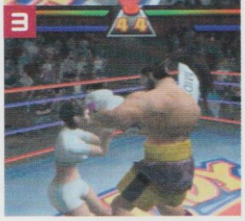
3 **SUCKA PUNCH** △, ▽, Y, Y, Y
The Sucka Punch takes a long time to execute, so your opponent better be stunned or not paying attention. Tap P as Thunder's arm comes around to build up more power (and have the move take even longer). You can do this up to three times to add more power. The move is finally over with this landed punch. Your fighter is vulnerable for an awfully long time during this sequence, so be careful when you use it.

LULU VALENTINE

Lulu is one of *Ready 2 Rumble*'s two female fighters, and although she may seem fragile at first, she packs a mean punch once you've learned how to play her.





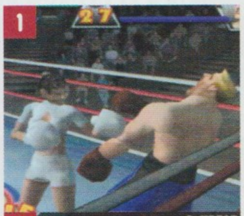


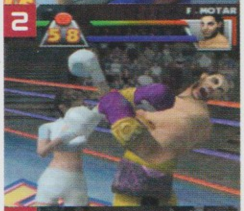
FIGHTING BASICS

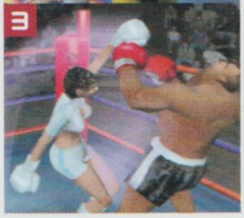
1 Valentine's left uppercut is quick; you can use it almost like a jab. Really, it's that quick. The right uppercut, though, is really slow. Stick with the left hand for this kind of punch. It works much better in the ring.

2 The same is true for Lulu's body blows. The right hand is slower than the left, due mostly to the fact that she turns her body (back to the camera here) to throw the right-hand body shots.

3 Lulu is a great boxer. The simple strategy for winning when playing as her is to use your blocks (R) and (L) to absorb the opponent's punch, then counter-punch with a quick jab.







SPECIAL MOVES

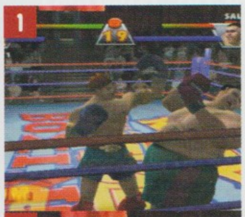
1 **SPRINGING ASSAULT** ◁, X
Lulu coils up to unleash the Springing Assault. The left hand comes over the top to land squarely on the jaw of Boris.

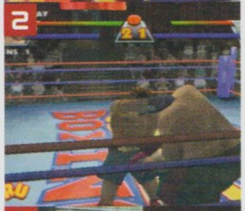
2 **BACKHAND** ▷, ◁ +Y
Motar is in trouble as Valentine brings her left hand back at the start of this move. Valentine's hand comes forward and rakes across the face of her opponent. This is a quick special move. You are vulnerable while executing it, but it's one of the shortest to carry out.

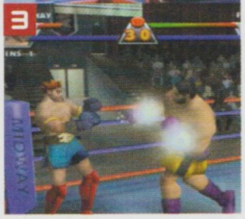
3 **RUMBLE FLURRY** Both triggers
Lulu's punches don't pack much of a wallop. But combine RUMBLE mode with a Rumble Flurry to dish out unlimited punching power.

ROCKET SAMCHAY

Thai boxer Rocket is one of the game's dark horses, as he's got a range of moves up his sleeve that can devastate the opposition. He's a bit handy with his feet, too.





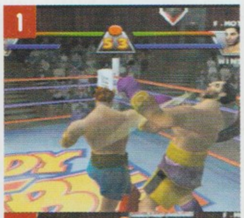


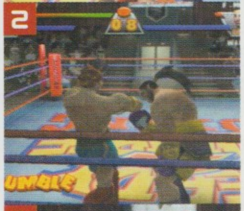
FIGHTING BASICS

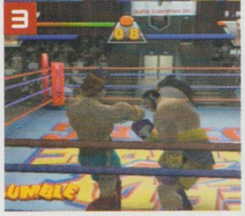
1 This left jab gets Samchay a letter for RUMBLE mode. Normally you can land two quick jabs before your opponent's counter-punch arrives.

2 Samchay's real strength is his ability to throw strong combinations. Start off with a series of body blows like this, then follow up with a big overhand right.

3 Rocket can take a punch, but don't get carried away. When Motar enters RUMBLE mode, back away from this larger boxer.





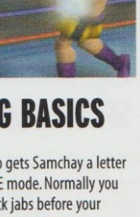


SPECIAL MOVES

1 **ROCKET LAUNCHER** ▷, ◁ +X
The Rocket Launcher starts out with Samchay in a low crouch. He then explodes upwards to land a crushing uppercut to Jimmy Blood.

2 **RIGHT ELBOW SMASH** ◁, ▷+Y
The Right Elbow Smash is the same as the left, only with the other elbow. Here Rivera gets a hit with this special move.

3 **DOUBLE TROUBLE** ◁, ▷ + X, ◁+Y
Double Trouble combines the two Elbow Smash moves. It starts with the Left Elbow Smash, followed by the Right Elbow Smash.



PRIMA'S OFFICIAL STRATEGY GUIDE:

READY 2 RUMBLE **is available from all good stores priced £9.99. Quote ISBN 7615-2328-6 if you need to order it.**

BUTCHER BROWN

Butcher Brown is the proverbial bruiser, and he's one of the strongest characters in the game. He might not have Afro Thunder's good looks, but he's got some punishing punches.

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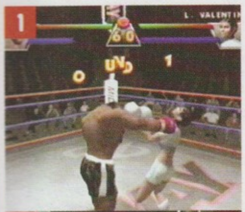

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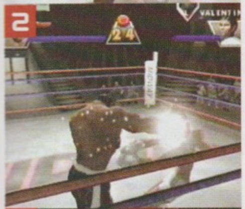

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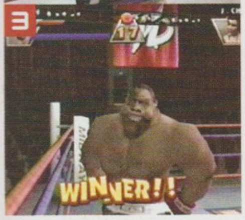

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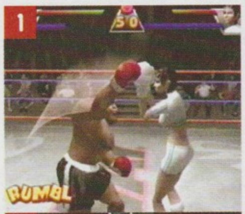

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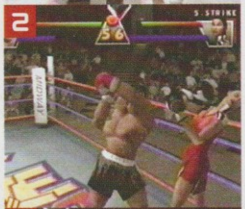

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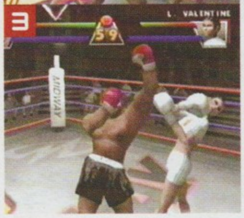

FIGHTING BASICS

1 Butcher's left jab can be landed with ease and repetition, but the real worry is the overhand right headed Lulu's way. Each of Brown's punches have devastating power.

2 RUMBLE mode just adds to an already impressive punch. When you get RUMBLE mode, don't hold back – land as many punches as you can.

3 See that face? Brown can take a large amount of punishment, as illustrated in this post-fight pose. Go toe-to-toe with other boxers – it's okay, Brown can take it.

SPECIAL MOVES

1 **BRUTE DISASTER** ◁ + X
Brute Disaster is a simple move that does a hefty amount of damage. Here the right hand cocks back and comes over the top to land a crushing blow on Ms Valentine.

2 **DISASTER BLASTER** ◁ + Y, X
Disaster Blaster is an extension of the Brute Disaster move. After the overhand right blow is landed, Butcher drops down to let loose this devastating left uppercut.

3 **SCRAPE THE GUTTER** Y, X, X
Scrape The Gutter begins with a right-hand jab, followed by a left hook, and is completed with a left uppercut that sends Lulu Valentine reeling.

BIG WILLY JOHNSON

Big Willy is the game's English fighter, and he looks like a right villain. He's an old-school fighter who plays by the Queensberry rules. Well, most of the time.

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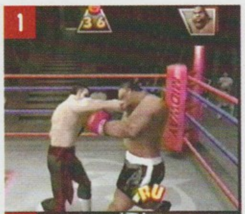

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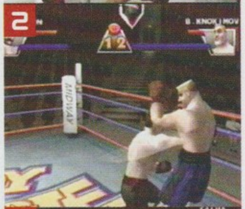

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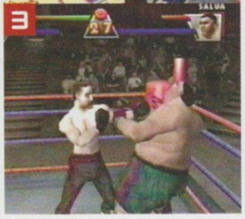

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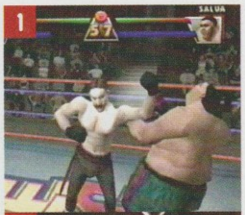

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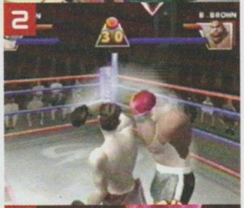

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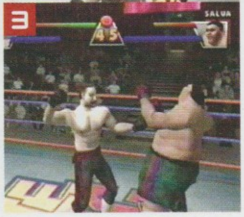

FIGHTING BASICS

1 They don't make 'em like they used to! 'Big' Willy might have a slender frame, but his punches pack a wallop. This overhand right to Butcher Brown sends Brown swiftly to the canvas.

2 While Johnson is fairly quick with some punches, he's not quick with moves like this set-up for an overhand right. Boris can see this move coming, but he got caught trying to set up his own punch. Luckily for Johnson he got his punch in first.

3 Willy's got a great left jab. It's really quick and does a fair amount of damage. Sneak the first one in and keep throwing a jab – you can land a ton of them.

SPECIAL MOVES

1 **CLOCKWORK** ▷, ▷, ◁ + X
Clockwork is like a round at the speed bag session, with one little exception: instead of a leather bag, you use your opponent's head! After a round of lefts and a round of rights, this special move finishes with a left hook.

2 **TEA & CRUMPETS** ▷, ▷+ Y
Why not have some fish and chips? No, seriously. This move starts out winding up for a big right uppercut. The move finishes off with a big right hook.

3 **STEALING PROPS** △, ▽+ X
Alternative: ▽, △+ X
The folks at Midway decided to be nice and give you two different ways to complete this special move. It starts out with a quick punch to the chest, the finish being a sweeping overhand right.

SHORT & SWEET

READY 2 RUMBLE

UNLOCK CLASSES

To unlock the following classes, enter the names below as your gym name.

GYM NAME	CLASS
Rumble Power	Bronze
Rumble Bumble	Silver
Mosma !	Gold
Pod 5 !	Champ

RECOVER LIFE

While your opponent is knocked to the ground, rotate the analog stick in a circle to recover a lost life.

DIFFERENT COSTUME

When you select a boxer, press X + Y and your boxer will sport some different shorts.

SEGA BASS FISHING

SONIC LURE

To use the Sonic lure, beat all five tournaments in Consumer mode.

PALACE LEVEL

To unlock the Palace level, finish the first two tournaments in Consumer mode

FALLS LEVEL

To unlock the Falls level, try to finish the last two tournaments in Consumer mode.

SONIC ADVENTURE

PLAY AS NIGHTS

When you are in the NiGHTS Pinball game on Casino level, try getting the ball in different holes and see what you get. If you're lucky you can play as NiGHTS on the NiGHTS levels.

WINDOWS EXTRAS

If you put the *Sonic Adventure* CD into a normal PC CD-ROM drive, when you go into the EXTRAS directory some new wallpaper is available for you to paste onto your background to use in Windows 95/98.

CONTROL TAILS

When you're playing as Sonic, and Tails starts to follow you, pick up controller two and you'll be able to take control of Tails.

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AND THERE'S MORE!

COMING NEXT ISSUE: THE BEST CD SO FAR, THE INSIDE GUIDE TO THE RACING GAME THAT'S ABOUT TO RAISE THE STAKES, AND ALL THE BIG CHRISTMAS LAUNCHES UNVEILED. DREAMCAST GAMING STARTS HERE…

COMING NEXT MONTH

MASSIVE PLAYABLE CD

Christmas is coming, and to help you get into the swing of things we've got a packed CD next issue, full of playable demos of the games you want to buy.

METROPOLIS STREET RACER

They've gone back to the drawing board with this ground-breaking racer. Find out why, and discover what developers Bizarre Creations are hoping to do in our next issue.

EXCLUSIVE TOY COMMANDER CHRISTMAS LEVELS

Find out what all the fuss is about. Next issue we bring you the exclusive Christmas levels for Sega's *Toy Commander*.

ONLINE UNCOVERED

Get yourself sorted online. Our massive two-part guide goes into all the ins and outs of Dreamcast online. We go through the whole logging-on process, explain how to get the most out of email and guide you through the whole Internet lark. Get it sussed in no time.

PLUS:

Don't miss tips for *Soul Calibur* and *Sega Bass Fishing*.

HOT CD ACTION!

ON THE CD

Is it CD? Is it a GD-ROM? Whatever you want to call it, we've stuffed it with hours of entertainment. For your delectation next issue, we present the following.

SNOW SURFERS
PLAYABLE DEMO

SUZUKI ALSTARE EXTREME
PLAYABLE DEMO

F1 WORLD GRAND PRIX
PLAYABLE DEMO

TOY COMMANDER
EXCLUSIVE LEVELS

EVOLUTION
MOVIE

WORLD WIDE SOCCER
PLAYABLE DEMO

SOUL FIGHTER
MOVIE

TEASER MOVIE
INCLUDING *CRAZY TAXI*, *ZOMBIE REVENGE* AND *METROPOLIS STREET RACER*

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PHOTOGRAPHY: LUMLEY

△ EMILY NEWTON DUNN, 27, PRESENTER OF *BITS* ON CHANNEL 4

As a games journo, Emily gets to play everything. She likes instant gratification and multiplayer games she can play with her mates. Her top Dreamcast title is *House Of The Dead 2*.

△ GARY PENN, 33, CREATIVE MANAGER AT DMA

DMA is the maverick developer behind games such as *Lemmings* and *Grand Theft Auto*. Gary is currently working on *Wild Metal Country* for Dreamcast.

△ NICK TALBOT, 34, PRINCIPAL DESIGNER AT SEYMOUR POWELL

Nick is mainly a PC and Mac gamer and keeps up with all the latest technology – when he's not busy designing the technology of the future.

FUTURE SHOCK

IN TEN YEARS' TIME, WILL WE BE DONNING VR HEADSETS TO BECOME SONIC AND TAILS, OR WILL WE HAVE ALREADY HANDED OVER THE CONSOLES TO THE KIDS? PUNTERS AND DEVELOPERS TAKE A PEEK INTO GAMING'S CRYSTAL BALL

ODM: With the graphical power of things like Dreamcast, games are looking more realistic. Does that make for better games?

GARY: Games are looking better, but they aren't necessarily feeling more solid.

NICK: What do you mean by 'solid'?

GARY: You're dealing with a virtual space – it's halfway between pretend and real – and when we're touching this virtual medium it should feel solid. It could be something as simple as it responding when you expect it to. Games can look superficially better, but ultimately they're kind of made out of balsa wood.

NICK: But how much of it goes on in

△ JEZ SAN, 33,
FOUNDER AND MANAGING DIRECTOR OF ARGONAUT
Currently developing *Red Dog* and *Croc 2* for Dreamcast, Jez spends his spare time playing arcade games and watching an insane number of movies.

△ HELEN LAWSON, 27,
PRODUCT MANAGER FOR A PC GAMES COMPANY
In between drinking and supporting Man United, Helen plays all the games consoles and imports, including Dreamcast.

△ ASH PARKIN, 23,
MANAGER OF THE COMPUTER EXCHANGE'S RETRO SHOP
A Dreamcast owner and retro games enthusiast, Ash owns and plays at least 40 games consoles. His favourite game ever is *Panzer Dragoon*.

the box, and how much of it goes on in your head? Making a suggestion to somebody and forcing them to fill the rest in and make it solid for themselves can be better than trying to make something feel totally solid.

JEZ: Hollywood went away from scaring you in the mind and made its films very visual, but now there's *The Blair Witch Project*, where they've gone back to implication and not depicting it… Games will never ever be reality. People will always know in their minds that it isn't real, whereas if a game is abstract you don't have set expectations.

GARY: The Japanese use 3D graphics without feeling the need to make everything look real. Instead their games are very stylised.

EMILY: In Japan they have virtual pop singers and everything. They don't have to pretend that everything is real. I think the Japanese know how to have lots of fun with their games, and that's so important.

GARY: They're unashamed. They want to have a laugh, whereas over here it's: "I'm a *Quake* player and I have to be very serious. This isn't pretend, this is real." In Japanese games, first-person is incredibly rare.

HELEN: These are all fantasy games we're talking about. In reality games like racing games and football games, the visuals get better, but do they play better? That's all that counts for people – games that respond better, that you can control better.

NICK: It's all visual. There isn't any good audio or tactile feedback.

EMILY: But that's changing. You've got things like your fishing rod in *Get Bass* [reviewed last issue] making it a more physical thing.

GARY: It's easier to create the illusion of touch with a peripheral that purports to be a fishing rod. How are you supposed to do it with a keyboard?

EMILY: Peripherals will become much more important in the future.

GARY: And when you buy a game or a peripheral, you feel like you've bought a physical thing.

NICK: People like to buy 'stuff'. But do you think that in the future games will still be a trophy purchase? Will you have your Dreamcast games lined up on the shelf, or will you just log on and pay to play a game?

GARY: You're talking about hiring a toy set: "Can I borrow your toy soldiers cos I fancy a quick game…. Right, I'm bored of that now, I don't want it lying round the house. Have it back."

JEZ: If you could download a DVD in a fraction of a second, then you wouldn't have to buy one. But currently the media you can buy in the shops is a higher capacity than what you can download in real time. And it always will be.

▷

HELEN: I think people want the trophy purchase anyway.

JEZ: And don't forget that the people who make the most money in our business are the retailers, and they're not going to like on-demand games.

NICK: They will, because Dixons will own the website and they'll take a cut on it. In the same way that the future of virtual music will be that you'll go to the HMV website.

BEYOND THE HORIZON

ODM: Is the future of games a console, or a PC?

HELEN: I think it's a console now, because the big thing is online gaming. That used to be available only on a PC, but now that consoles like Dreamcast can do it it's accessible and affordable.

JEZ: And they're idiot-proof. You can buy a game and you know it will work.

EMILY: And with a console you have four control pads; with a PC you're sat on your own.

NICK: But there will be a convergence of products. We know that in the future there will be TVs with processors in them, and you'll be able to do anything you want. That might be in your lounge, in your bedroom, wherever you want it.

GARY: I can see there being two distinct types of machine. There'll be the portable you take around with you that you mess around with, and then you'll come back home and access a global database. Not necessarily to play other people, because it's never as satisfying as playing someone who's sitting next to you.

NICK: Or you could just play a game solo, quietly, in your room. My gut feeling is that off into the future, whether it's VR goggles or whatever, there will still be a large proportion of people for whom it's still a personal, wind-down thing.

GET REAL

ODM: How about the whole concept of virtual reality – would people enjoy that as a game?

ASH: It certainly has novelty value. Novelty value of new accessories is a dead cert. But what games would we be playing? It would just be *Tomb Raider* or *Ultima*, wouldn't it?

NICK: Would we? I hope to God we won't be playing the same kinds of games in 20 years' time.

EMILY: Whatever the game, it would be better than playing a game on a TV, wouldn't it?

JEZ: It's called the Holodeck, from *Star Trek*. Let's be realistic about this, virtual reality is something that has come and gone in the last ten years. People didn't want it.

ASH: The technology was awful.

JEZ: VR was an experience you wanted to try once and then you never wanted to try again. It was a fairground attraction, not a game.

ASH: Technology was the main problem. The virtual reality thing at the Trocadero in London was a farce, but that was five years ago.

GARY: I guarantee that if the game you were playing inside it was good, you wouldn't give a second thought to how poor it was.

GIRLS WILL BE BOYS

ODM: So if you had a good game for your Holodeck, and you could score the winning goal in a football game, or feel yourself grab a platform and pull yourself up, would that appeal?

EMILY: Yeah!

ODM: Will more women play games in the future?

EMILY: Many more women will be playing games. I definitely think that's going to happen. It's happening already. If you look in the States there's a huge number of women who game online, and also in the UK and Europe.

JEZ: And games will appeal more to women. *Croc* was 50/50.

EMILY: But it won't just be the cutesy platformers that appeal.

JEZ: Will it be the ones with big tits and guns as well?

HELEN: *Tomb Raider 1* is playable for a woman.

GARY: Women don't play *2* and *3* so much though.

EMILY: Just look at her [breast] size in the second one. She's huge!

GARY: She's got to store her stuff somewhere!

EMILY: Well, yes, but can't she keep it in her pockets?

ODM: Do you think women will be playing new genres of games, or the same stuff as men?

EMILY: I think the sociological differences between men and women are changing anyway. Boys used to be

> "GAMING IS A PERFECT PLATFORM FOR MEN AND WOMEN TO BE EQUAL, BECAUSE IT'S NOT ABOUT PHYSICAL STRENGTH"
>
> – EMILY

> "WE HAVE TO DELIVER WHAT PEOPLE WANT, AND WHAT PEOPLE WANT IS MORE OF WHAT THEY LIKE"
>
> – JEZ

pushed towards techie stuff and girls were pushed towards dolls. It's a very different outlook for kids today. Women are becoming more competitive and assertive; they'll take on many more of the fighting games and the racing games. Gaming is a perfect platform for men and women to be equal because it's not about physical strength.

ASH: I've always thought that there is absolutely no bloody difference between men and women other than a physical one.

EMILY: So in gaming we're equals?

JEZ: It always used to be a boy thing. Every single magazine, from cover to cover, was for blokes. But now something like *Dreamcast* magazine is more lifestyle.

EMILY: Even now you have the same thing. The amount of flak we got for the show *Bits*: "You're just girls, you don't know what you're doing." So many people said that. That's what we're up against, and they have to accept that women game, and more and more women will game.

NICK: What I hope is that women won't just absorb the shittier end of the things we indulge in, and will actually encourage us to do things better.

JEZ: That puts the burden on the girls to be better. Instead, why can't they just be equal?

EMILY: We will be equal, but it's like anything – we're coming from behind and we have to prove ourselves.

SAME OLD, SAME OLD?

ODM: In five years time, will we be playing new genres of games or yet more sequels?

HELEN: People will want something new. Film sequels eventually flop because people have had enough. The same goes for games.

EMILY: Lara Croft has already lost her appeal. In the first game she was fantastic, she was cool, but now she's been marketed to the hilt and she's lost her appeal.

GARY: I think in the future we'll see a lot more exploitation and marketing of games. And we'll definitely see more detailed exploitation of violence, without a doubt.

EMILY: Like *Kingpin*. The first time I saw that game I was really shocked.

ASH: Creating different genres of games now is over. All games now fall into the same bucket.

GARY: As a developer, you can create new virtual things that have never existed in the real world, but then you have to work out what to do with them. It makes far more sense – and I hate to say it – to pick an established framework and do an original treatment, because at least some of the rules are established.

JEZ: And we are market-driven. We can't just create anything we want. We have to deliver what people want, and what people want is more of what they like.

HELEN: But then the consumer ends up buying the same game.

ASH: You can do something new within an original context. Admittedly it's an abysmal game, but Namco did *Libero Grande* – it's a football game where you control one guy and one guy only. It's never been done before. Admittedly it flopped completely, but all respect to them for trying.

JEZ: But they don't care about your respect, they want to sell games! There is not some huge benefactor who's financing our whims and follies. We're here to do games that people want to buy and play.

GARY: That's unfortunately short-termism. The more you just recycle the stuff, the sooner somebody will come up and cosh you on the back of the head with a new game.

NICK: But if you look further into the future there will be a step change that will be not only the idea of the game, but also the way it's played.

JEZ: But those things don't happen very often. The innovation won't come from a publisher, publishers finance sure things. It will come from someone in a back room who's just doing it for the hell of it.

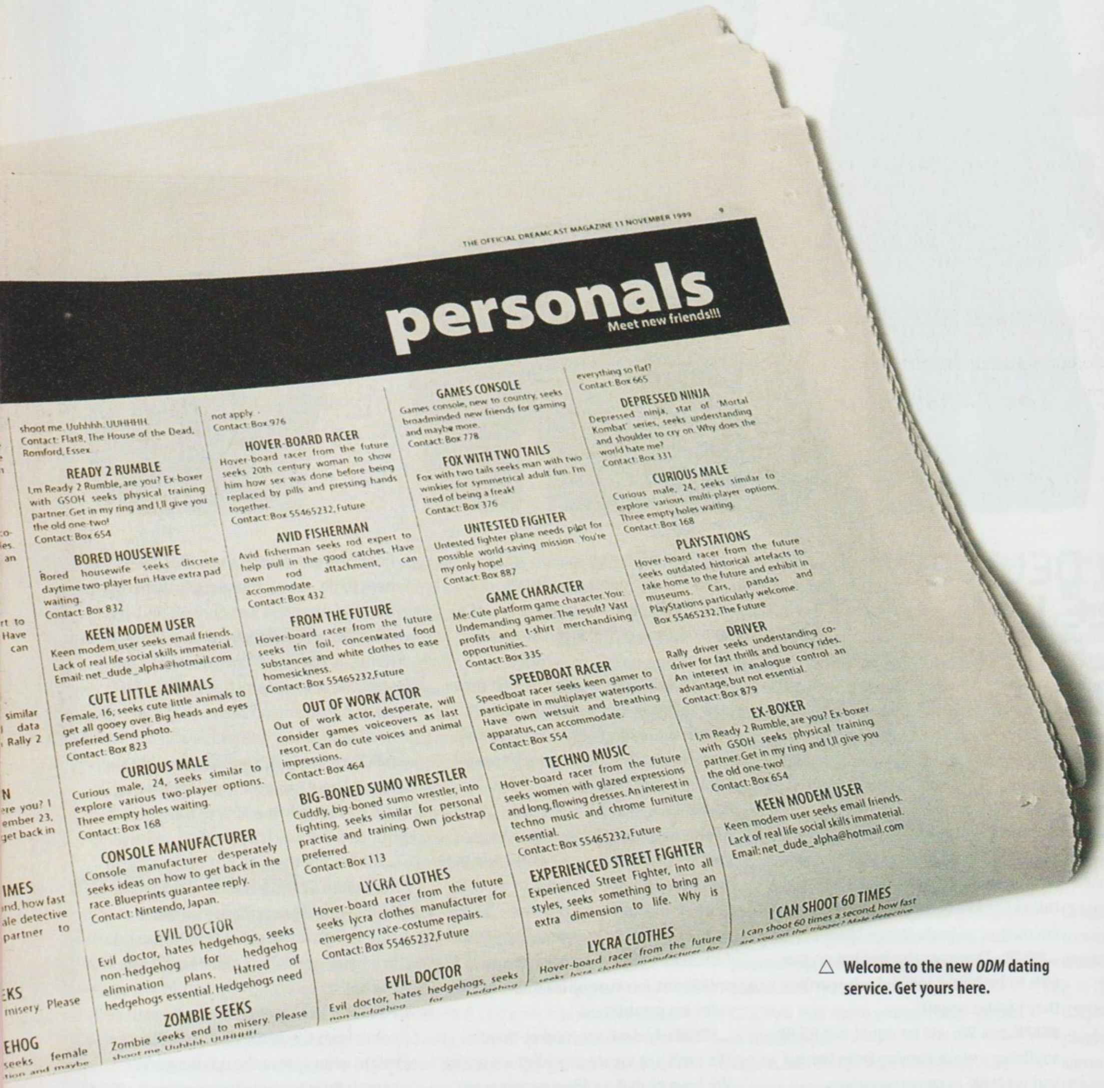
NICK: The innovation won't even come from the games industry. They might even ignore the medium and completely reassess what a game is. Without trying to be too parabolic about this, a game might be more to do with communication; to do with diving in and out of something whenever you want to; to do with real people rather than virtual people.

COMING SOON

If you want to get involved in future Group Therapy sessions, write to us at *ODM*, 19 Bolsover Street, London W1P 7HJ. Alternatively, email us at letters@dreamcastmag.co.uk, using the subject heading 'Group Therapy'.

GETTING PERSONAL

Official Dreamcast Magazine helps the sad and lonely



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EHOG
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shoot me. Uuhhhh. UUHHHH.
Contact: Flat8, The House of the Dead, Romford, Essex.

READY 2 RUMBLE
I,m Ready 2 Rumble, are you? Ex-boxer with GSOH seeks physical training partner. Get in my ring and I,ll give you the old one-two!
Contact: Box 654

BORED HOUSEWIFE
Bored housewife seeks discrete daytime two-player fun. Have extra pad waiting.
Contact: Box 832

KEEN MODEM USER
Keen modem user seeks email friends. Lack of real life social skills immaterial.
Email: net_dude_alpha@hotmail.com

CUTE LITTLE ANIMALS
Female, 16, seeks cute little animals to get all gooey over. Big heads and eyes preferred. Send photo.
Contact: Box 823

CURIOUS MALE
Curious male, 24, seeks similar to explore various two-player options. Three empty holes waiting.
Contact: Box 168

CONSOLE MANUFACTURER
Console manufacturer desperately seeks ideas on how to get back in the race. Blueprints guarantee reply.
Contact: Nintendo, Japan.

EVIL DOCTOR
Evil doctor, hates hedgehogs, seeks non-hedgehog for hedgehog elimination plans. Hatred of hedgehogs essential. Hedgehogs need

ZOMBIE SEEKS
Zombie seeks end to misery. Please shoot me. Uuhhhh. UUHHHH.

not apply.
Contact: Box 976

HOVER-BOARD RACER
Hover-board racer from the future seeks 20th century woman to show him how sex was done before being replaced by pills and pressing hands together.
Contact: Box 55465232, Future

AVID FISHERMAN
Avid fisherman seeks rod expert to help pull in the good catches. Have own rod attachment, can accommodate.
Contact: Box 432

FROM THE FUTURE
Hover-board racer from the future seeks tin foil, concentrated food substances and white clothes to ease homesickness.
Contact: Box 55465232, Future

OUT OF WORK ACTOR
Out of work actor, desperate, will consider games voiceovers as last resort. Can do cute voices and animal impressions.
Contact: Box 464

BIG-BONED SUMO WRESTLER
Cuddly, big-boned sumo wrestler, into fighting, seeks similar for personal practise and training. Own jockstrap preferred.
Contact: Box 113

LYCRA CLOTHES
Hover-board racer from the future seeks lycra clothes manufacturer for emergency race-costume repairs.
Contact: Box 55465232, Future

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Evil doctor, hates hedgehogs, seeks non-hedgehog for hedgehog

GAMES CONSOLE
Games console, new to country, seeks broadminded new friends for gaming and maybe more.
Contact: Box 778

FOX WITH TWO TAILS
Fox with two tails seeks man with two winkies for symmetrical adult fun. I'm tired of being a freak!
Contact: Box 376

UNTESTED FIGHTER
Untested fighter plane needs pilot for possible world-saving mission. You're my only hope!
Contact: Box 887

GAME CHARACTER
Me: Cute platform game character. You: Undemanding gamer. The result? Vast profits and t-shirt merchandising opportunities.
Contact: Box 335

SPEEDBOAT RACER
Speedboat racer seeks keen gamer to participate in multiplayer watersports. Have own wetsuit and breathing apparatus, can accommodate.
Contact: Box 554

TECHNO MUSIC
Hover-board racer from the future seeks women with glazed expressions and long, flowing dresses. An interest in techno music and chrome furniture essential.
Contact: Box 55465232, Future

EXPERIENCED STREET FIGHTER
Experienced Street Fighter, into all styles, seeks something to bring an extra dimension to life. Why is

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Hover-board racer from the future seeks lycra clothes manufacturer for

everything so flat?
Contact: Box 665

DEPRESSED NINJA
Depressed ninja, star of 'Mortal Kombat' series, seeks understanding and shoulder to cry on. Why does the world hate me?
Contact: Box 331

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Curious male, 24, seeks similar to explore various multi-player options. Three empty holes waiting.
Contact: Box 168

PLAYSTATIONS
Hover-board racer from the future seeks outdated historical artefacts to take home to the future and exhibit in museums. Cars, pandas and PlayStations particularly welcome.
Box 55465232, The Future

DRIVER
Rally driver seeks understanding co-driver for fast thrills and bouncy rides. An interest in analogue control an advantage, but not essential.
Contact: Box 879

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I,m Ready 2 Rumble, are you? Ex-boxer with GSOH seeks physical training partner. Get in my ring and I,ll give you the old one-two!
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I CAN SHOOT 60 TIMES
I can shoot 60 times a second, how fast are you on the trigger? Male detective

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COMING SOON TO DREAMCAST?

BRITNEY'S GEARS

Oh no! Lovely teen pop-star Britney Spears has missed the tour bus, and must race a variety of karts to catch up – or lose her record contract!

One of the roadies on the tour bus drops blobs of silicone on the road to help her – collect these during a race to increase Britney's breast size and popularity, therefore selling more records and using the money to improve her kart. Thanks to the Awesome Power of Dreamcast™, Britney's breasts have been realistically created and may be independently controlled with the analog pad. Press A to accelerate, B to brake, and X to sing vaguely suggestive lyrics to the bus driver to break his concentration and slow him down. Press A+Z at the start menu to play as Christina Aguilera.

CHARLIE'S 3D GARDEN

TV gardener Charlie Dimmock has lost her Magic Trowel! Thanks to the Awesome Power of Dreamcast™, gamers control Charlie as she wobbles, bounces, shakes and flounces her way through 125 realistic gardens, including the allotments from *EastEnders*. Some of the obstacles she faces are trampolines and bouncy castles, as she battles the tortured ghost of Percy Thrower, who has returned to gain vengeance for the senseless vandalism of the *Blue Peter* garden. Pressing the X button makes Charlie bend over, temporarily mesmerising enemies so she can spray them with weed killer and escape. Power-ups include rake traps, rusty shears, lawn rollers and strimmers. Press A+B at the start menu to play as Alan Titchmarsh.

Dreamcast.
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HIDDEN COMPO: How many playable characters are there altogether in *Soul Calibur*? Mark entries 'Hidden Compo' and mail them to the usual address by Tuesday 23 November. Last month's winner is Robert Field of Preston, who wins a funky VM unit.

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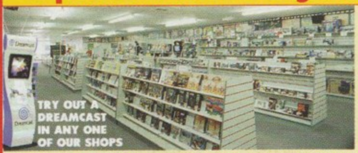

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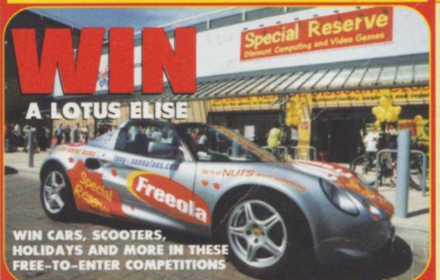

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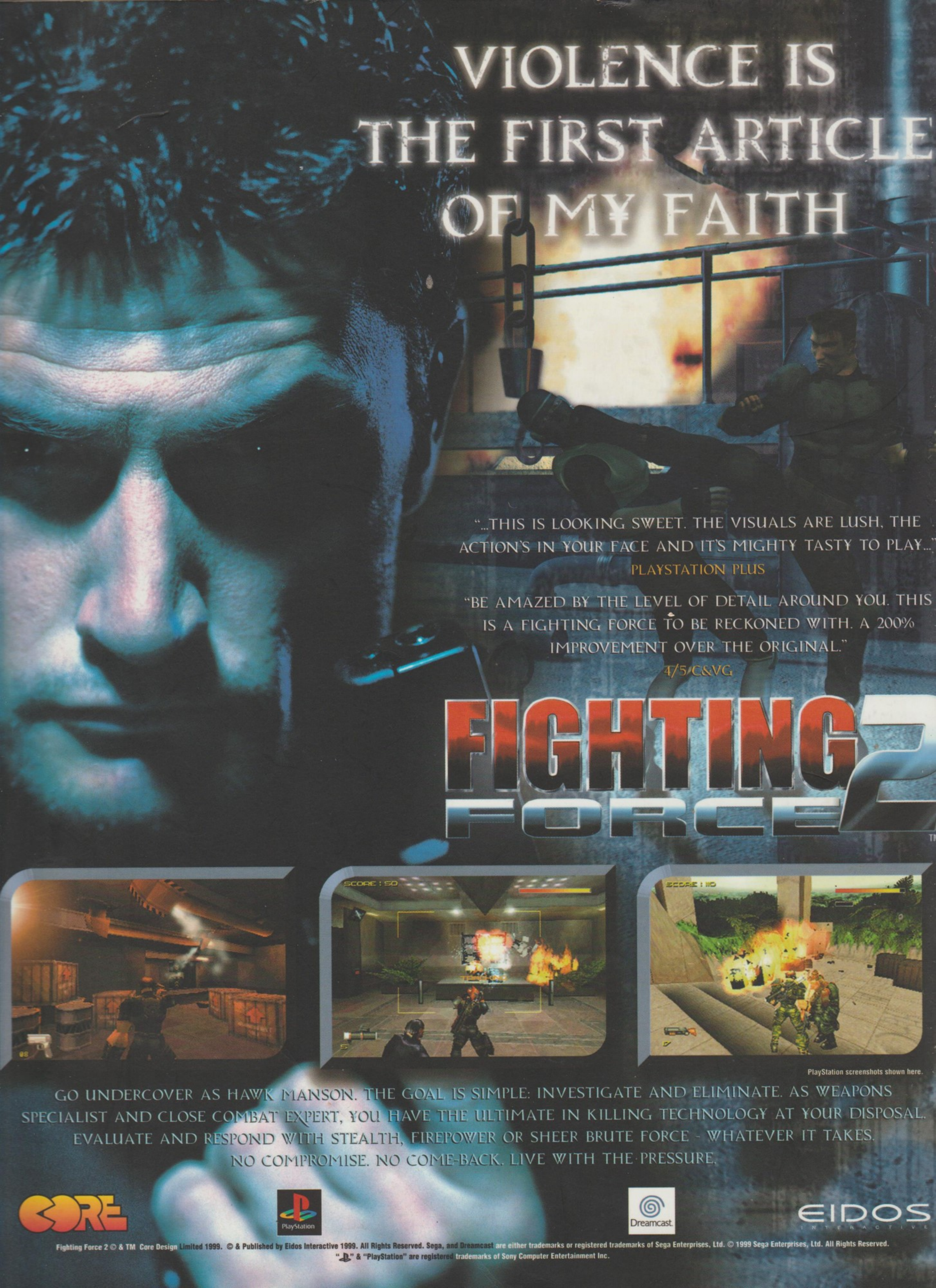
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